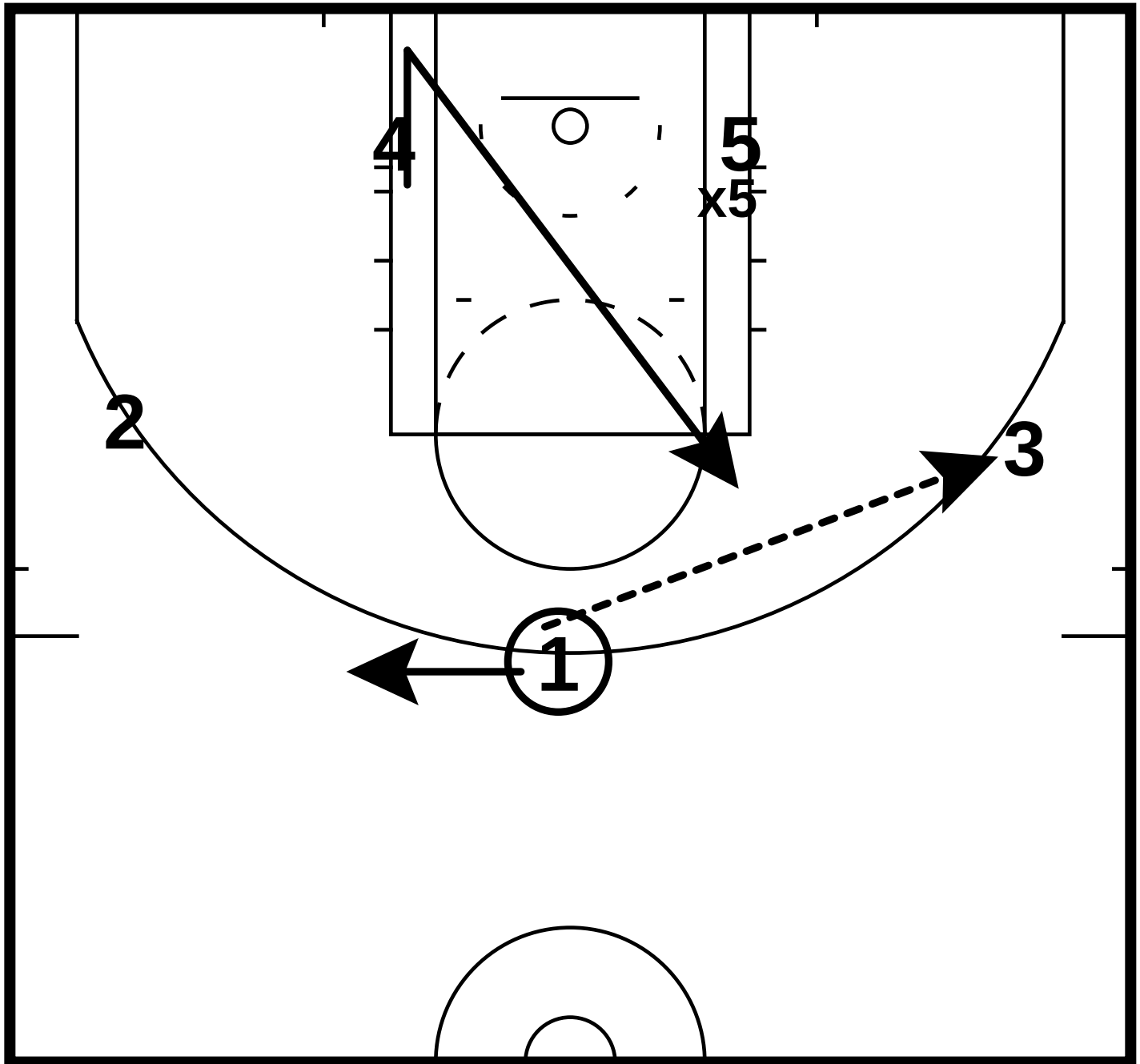


O'Connell Basketball

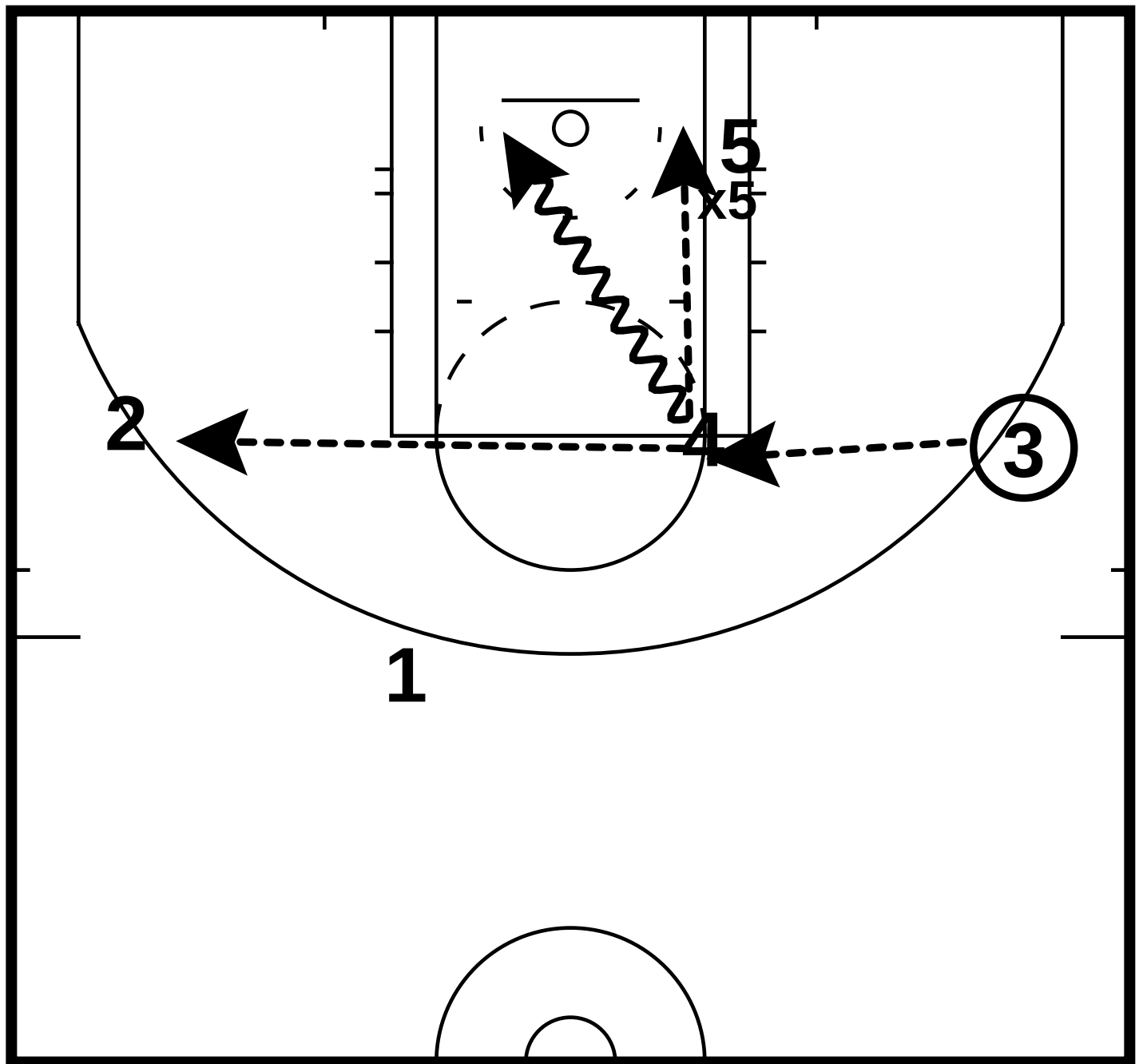
Hold the Post/ Flash
5 Game



5 walks him man out if being fronted or works for post depth if playing behind. 4 Flashes to high post

O'Connell Basketball

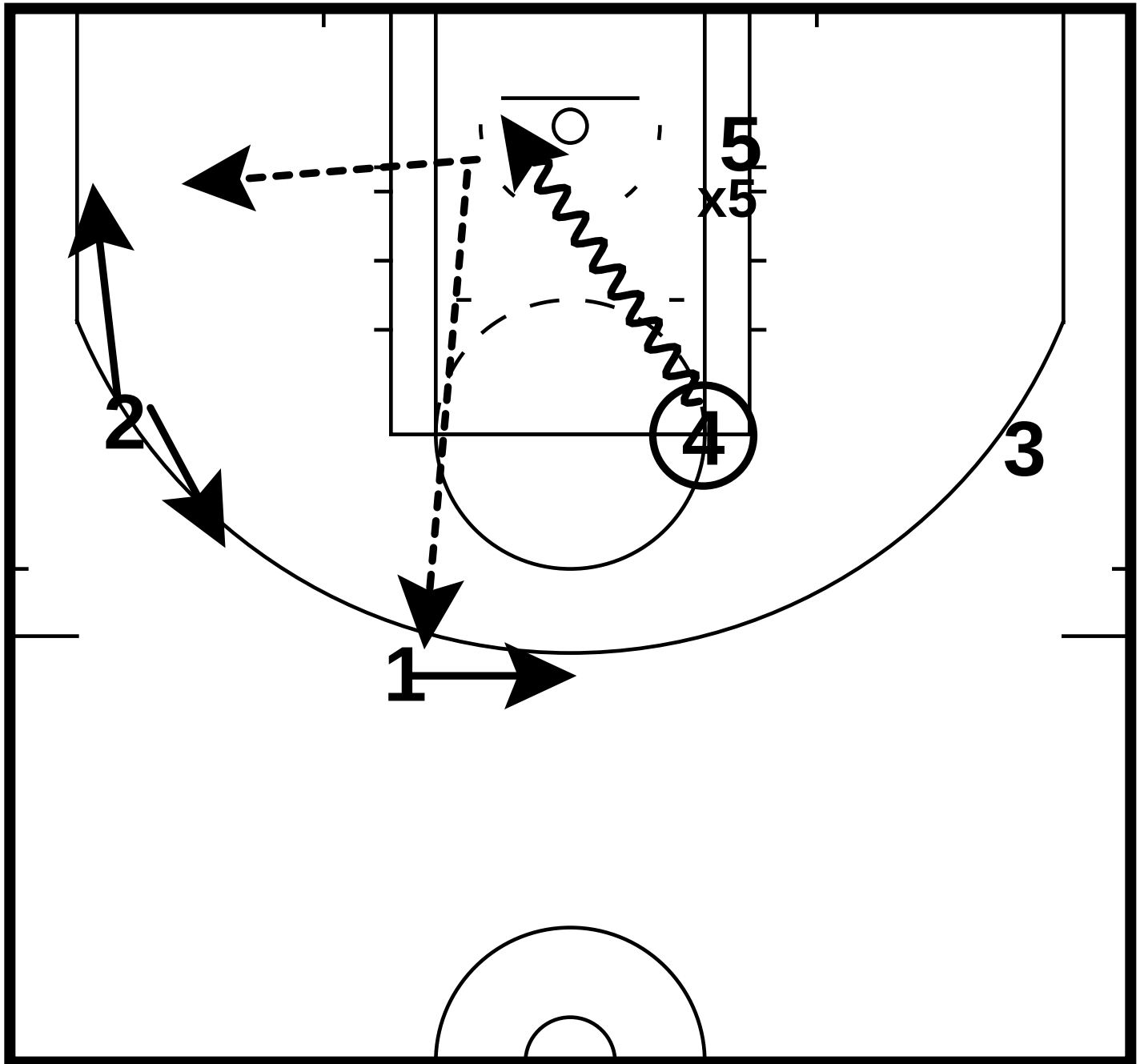
basic motion
5 Game



Ball goes to high post. He looks high low, for his shot, for his drive and then opposite (in that order.) 5, if fronted, leg whips for high/ low and ducks in if defender sits behind

O'Connell Basketball

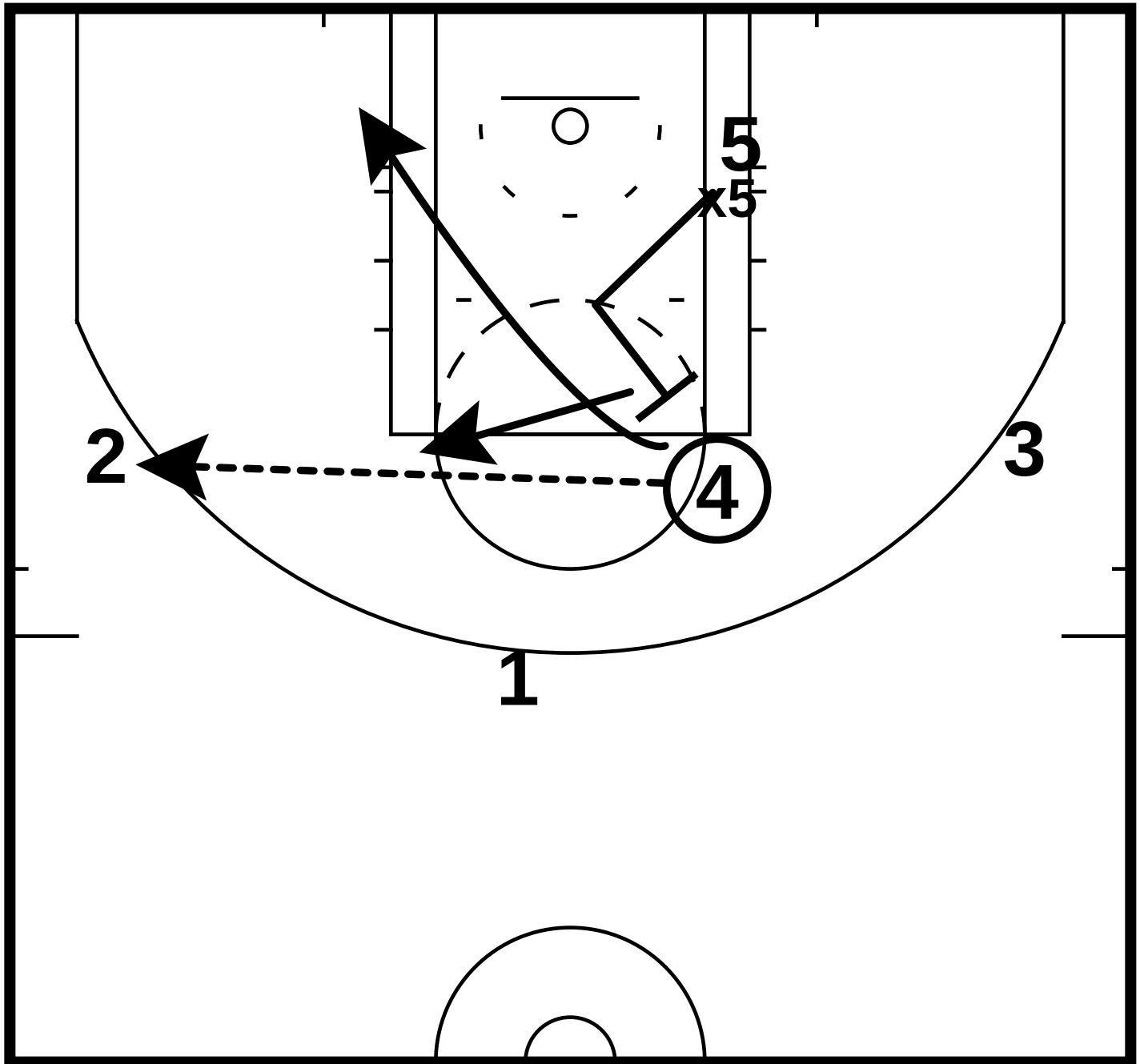
basic motion
5 Game



If 4 Drives from high post, he can score or kick to 2 or 1 who react to the drive.

O'Connell Basketball

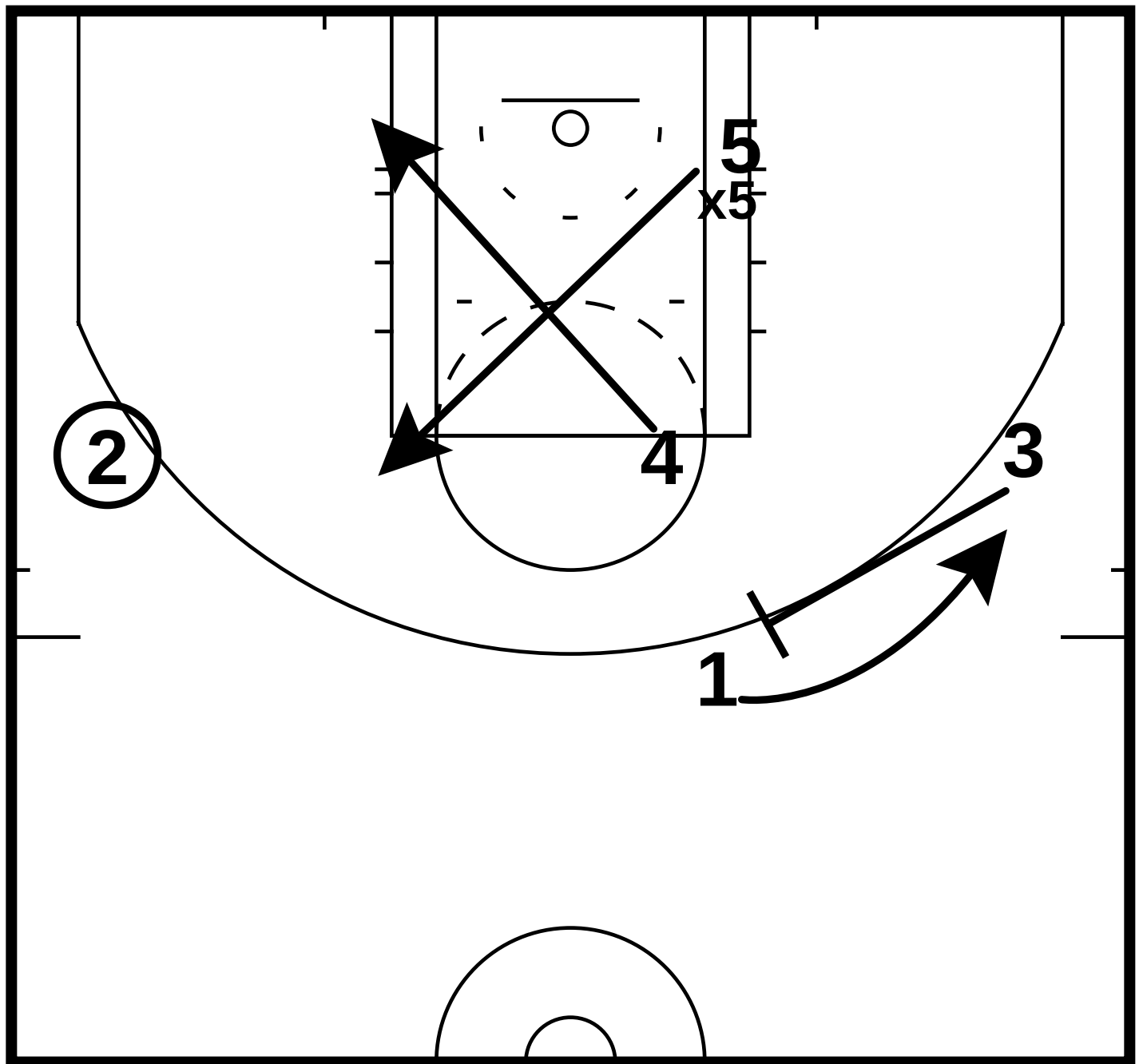
basic motion
5 Game



If 4 reverses to 1, 5 can hold his seal or he can set a back screen for 4.

O'Connell Basketball

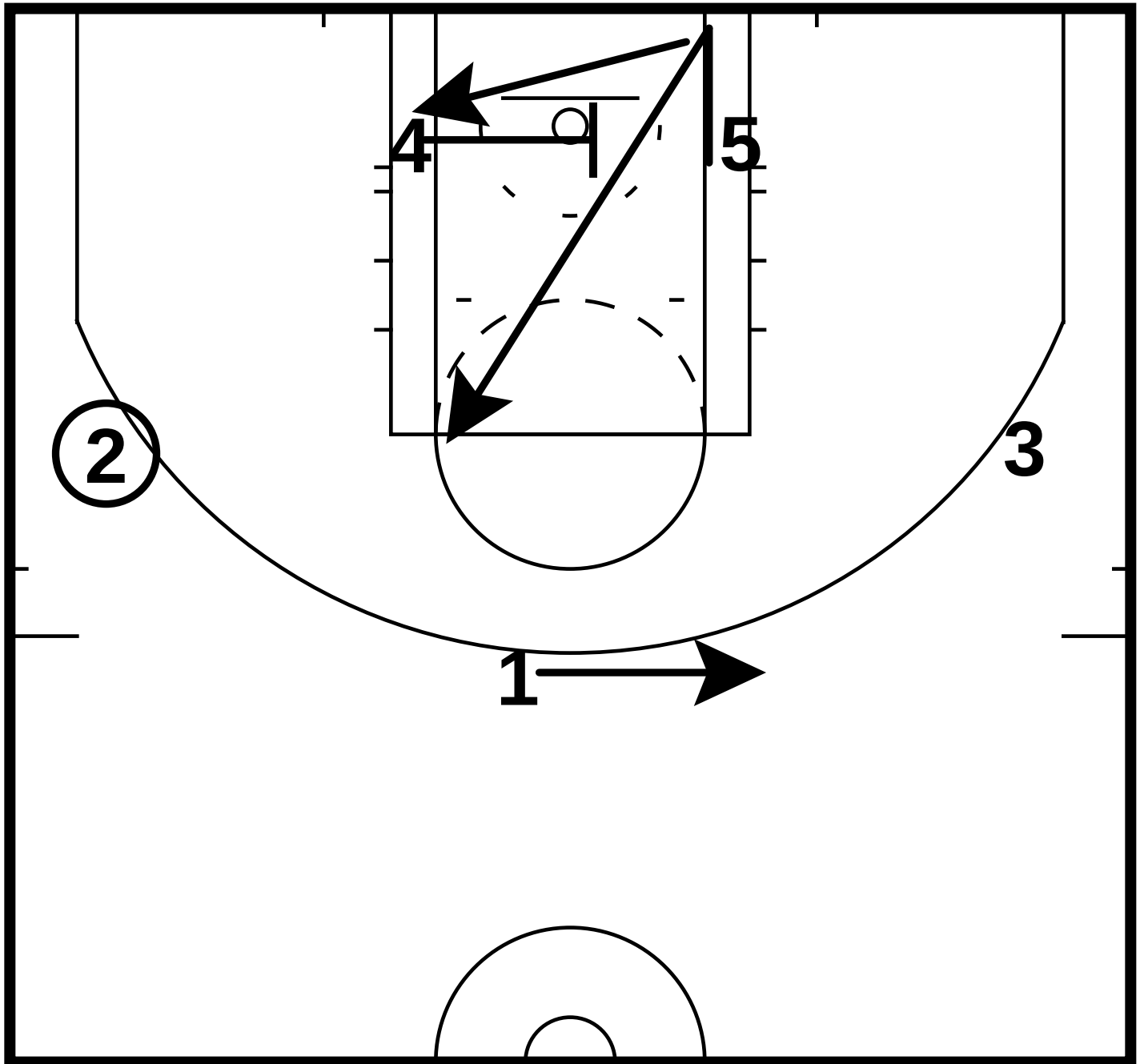
basic motion
5 Game



4 and 5 can also chose to X cut. This is a specific call. 3 drift screens for the 1 or they can exchange

O'Connell Basketball

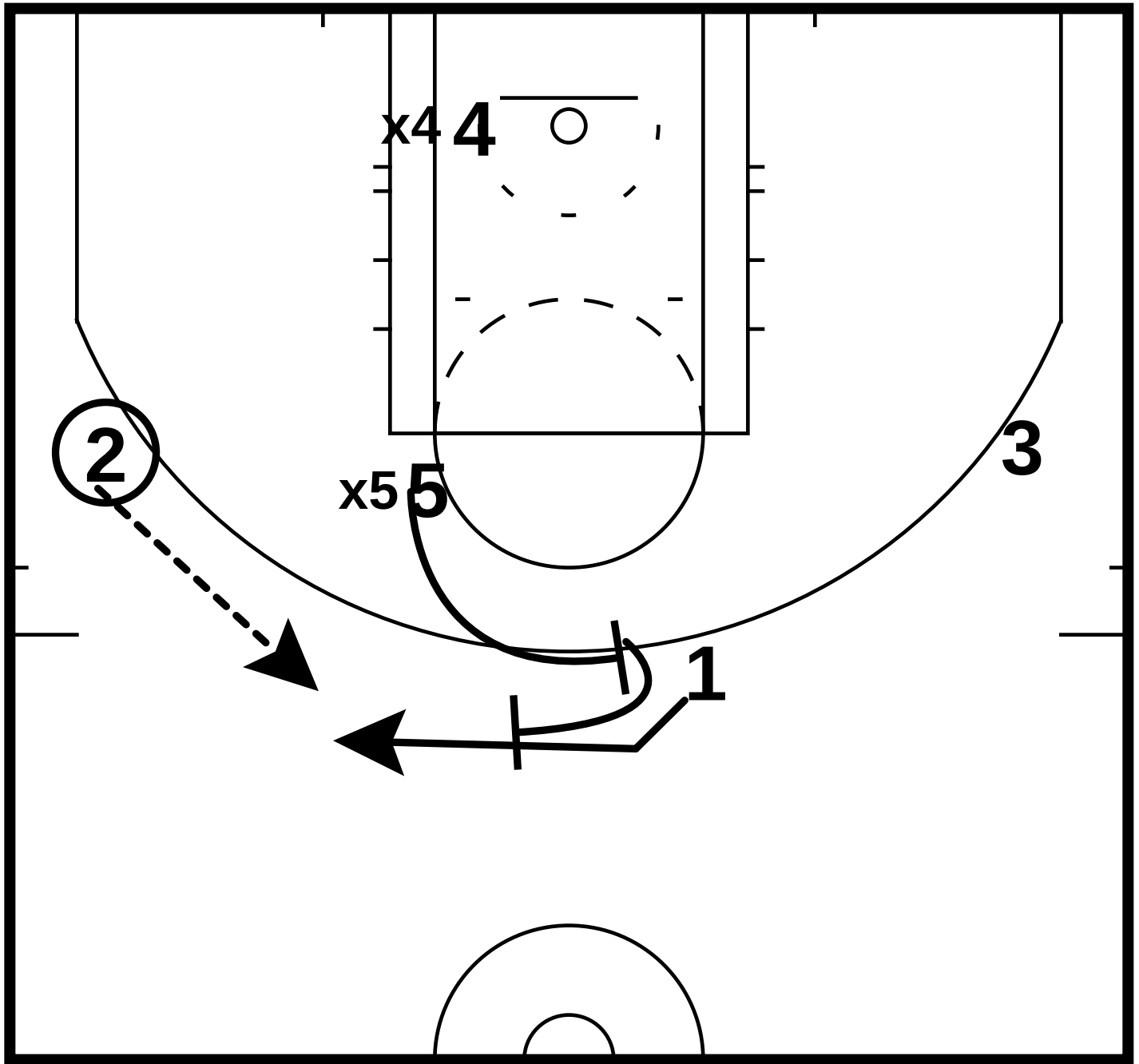
basic motion
5 Game



The bigs can also cross screen. If they are switching, 5 should go high and 4 should leg whip and seal.

O'Connell Basketball

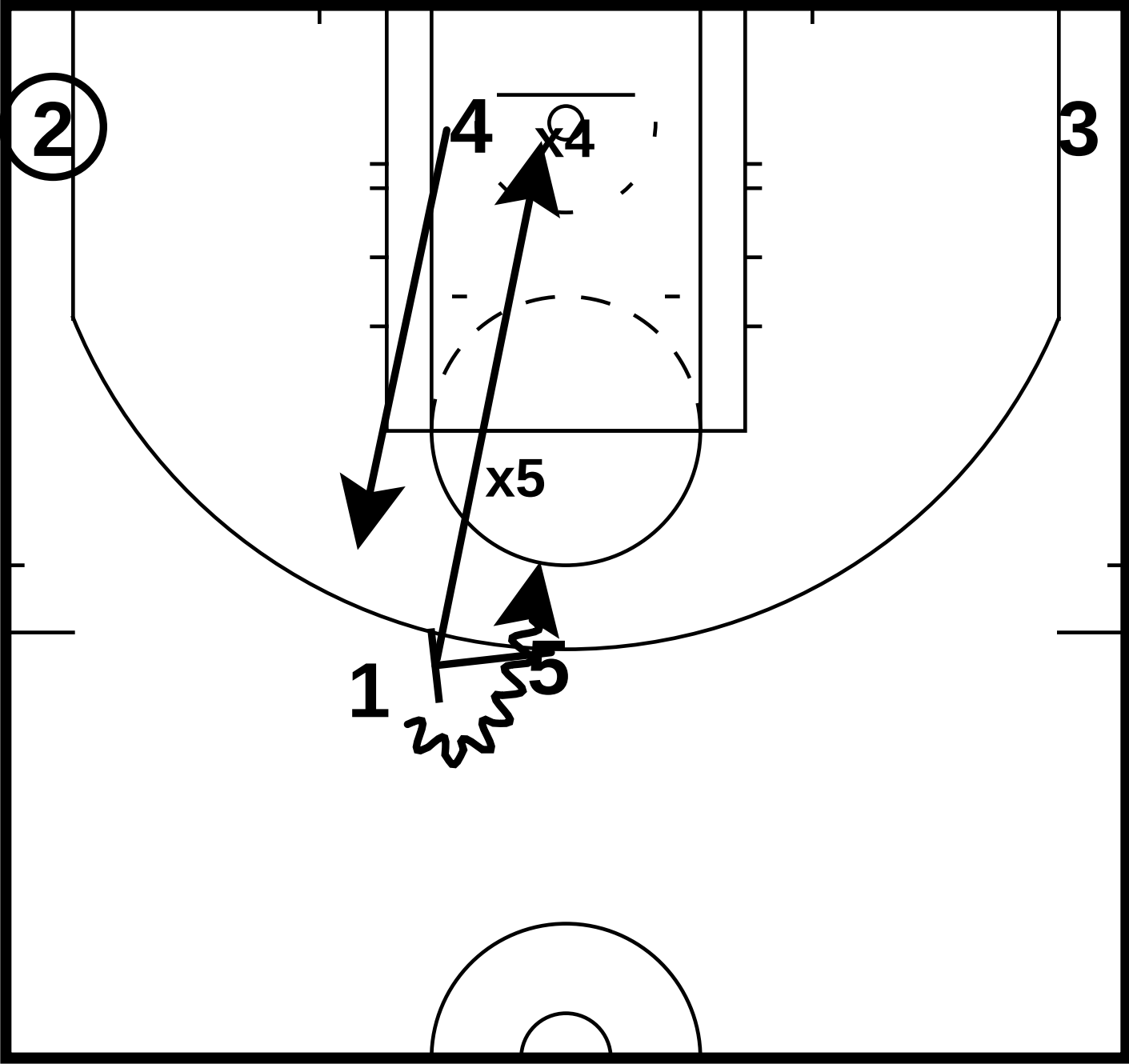
basic motion
5 Game



If we can not go into the high or low post, 5 will screen for 1 and than follow with a ball screen. 4 has three options: roll/ replace, pop and duck in, or go to dunk spot.

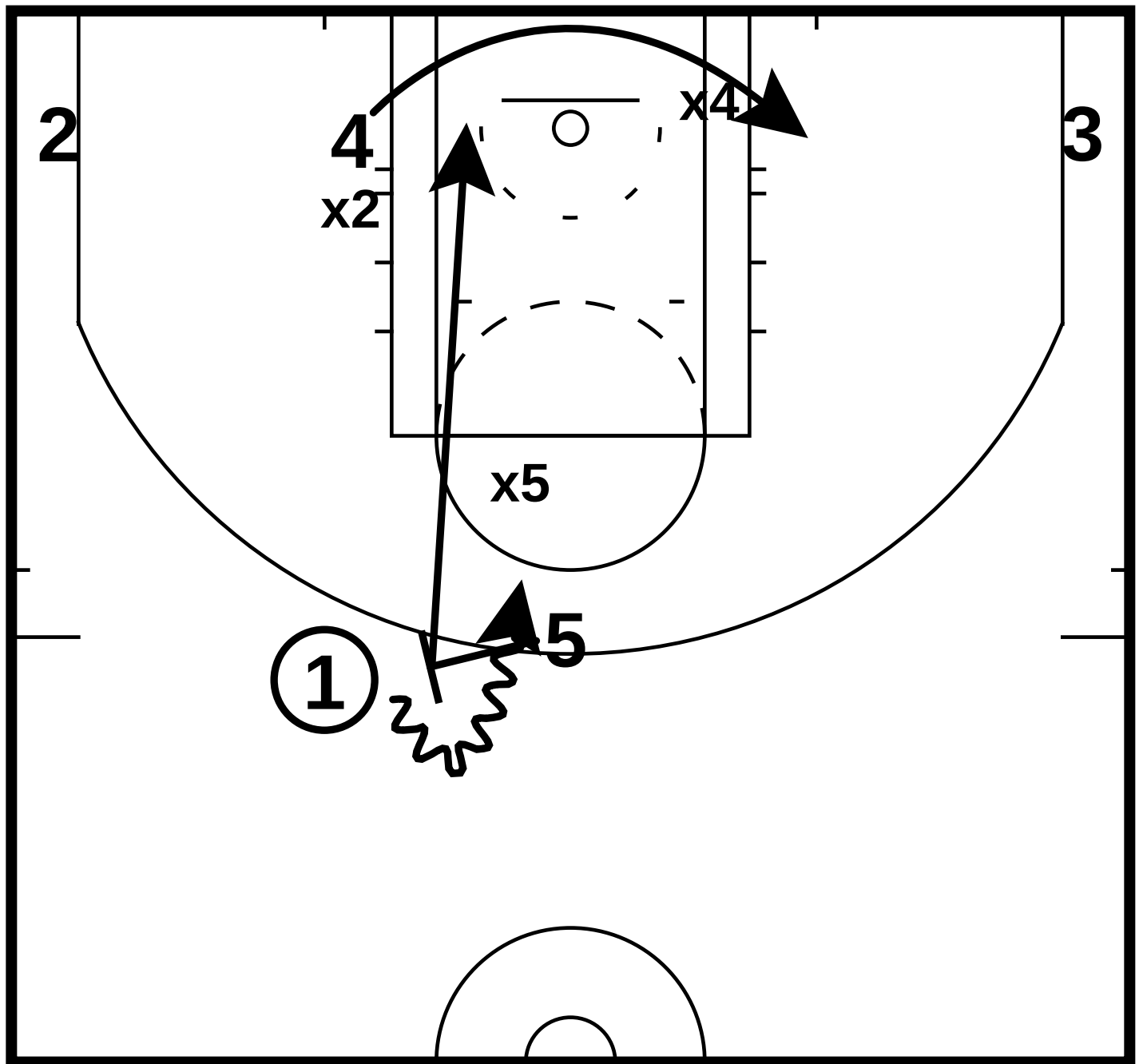
O'Connell Basketball

basic motion
5 Game



O'Connell Basketball

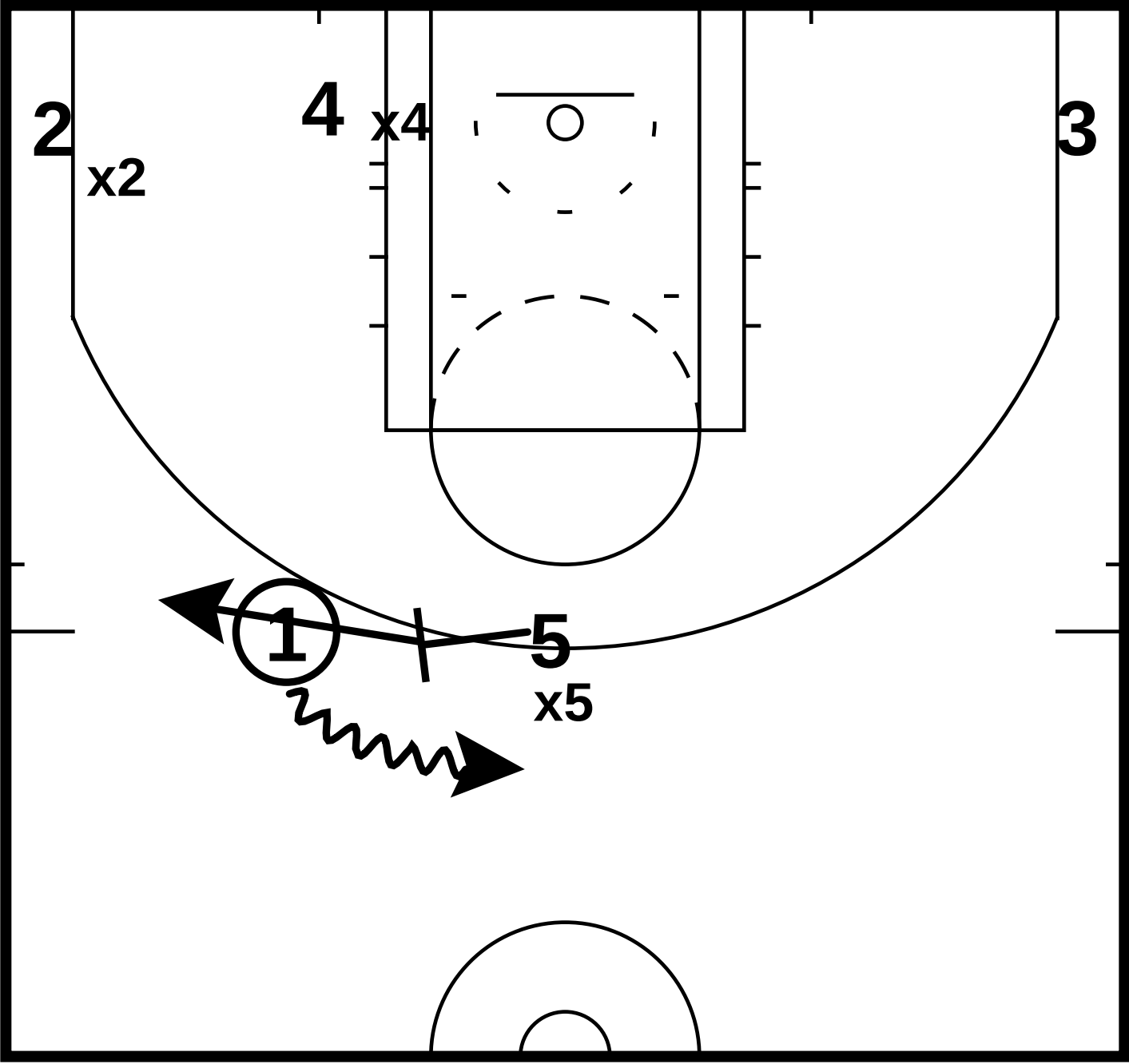
basic motion
5 Game



If 4 goes to dunk spot, 5 can roll. X2 now is a 2 v 1 situation.

O'Connell Basketball

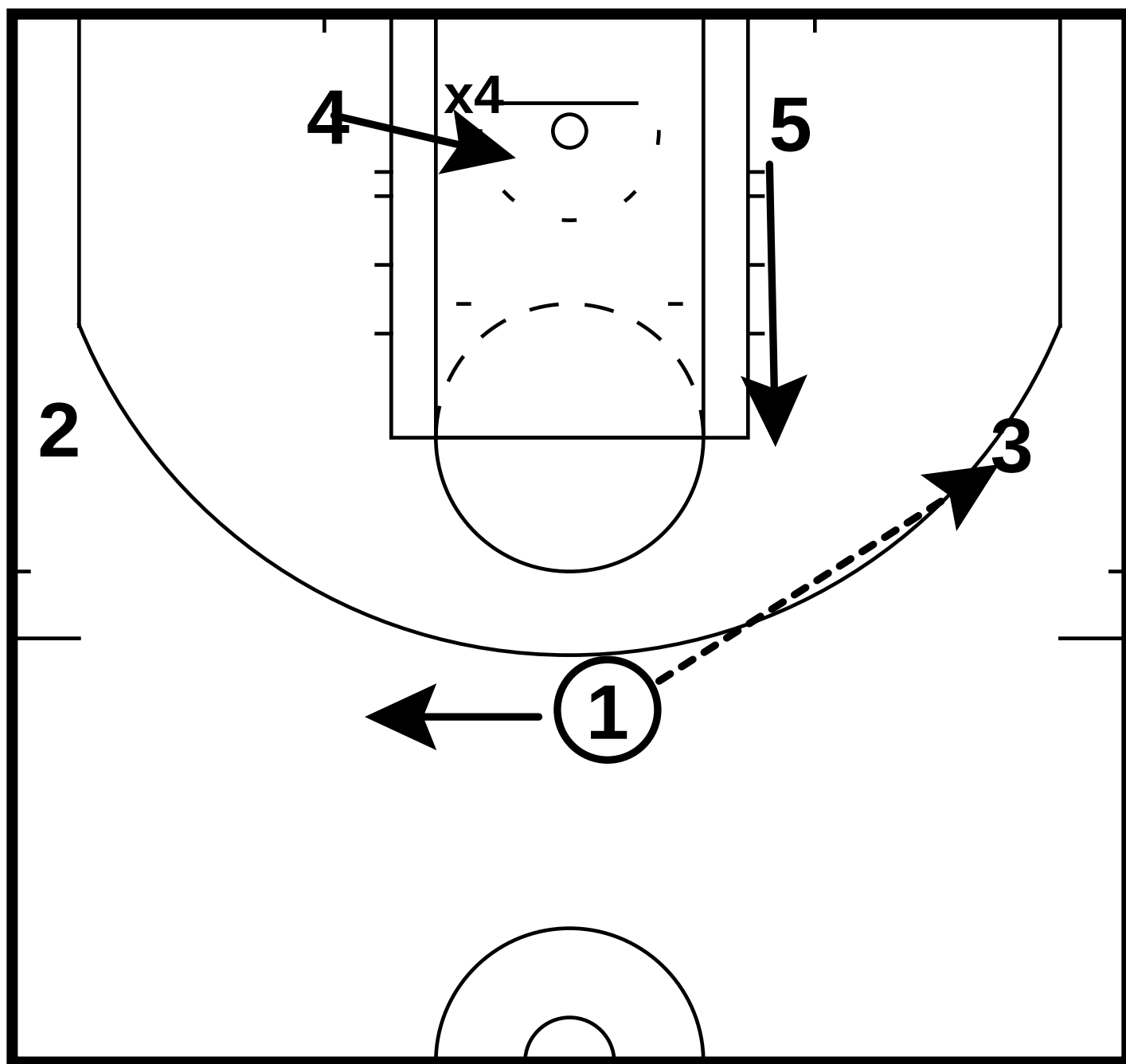
basic motion
5 Game



5 can pop and 4 can duck in.

O'Connell Basketball

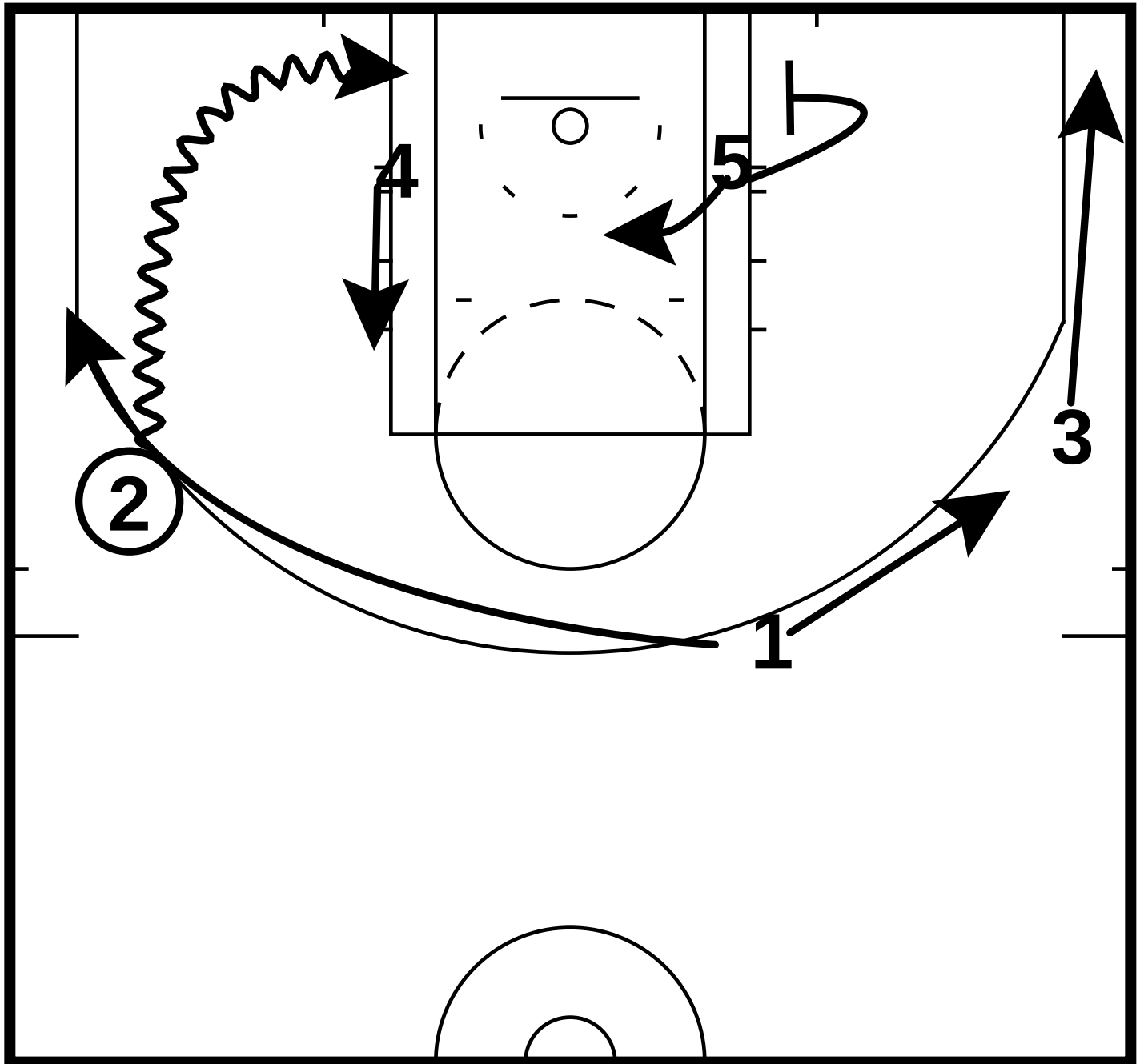
basic motion
5 Game



strong side post can sprint to high post on ball side. Weakside big ducks in.

O'Connell Basketball

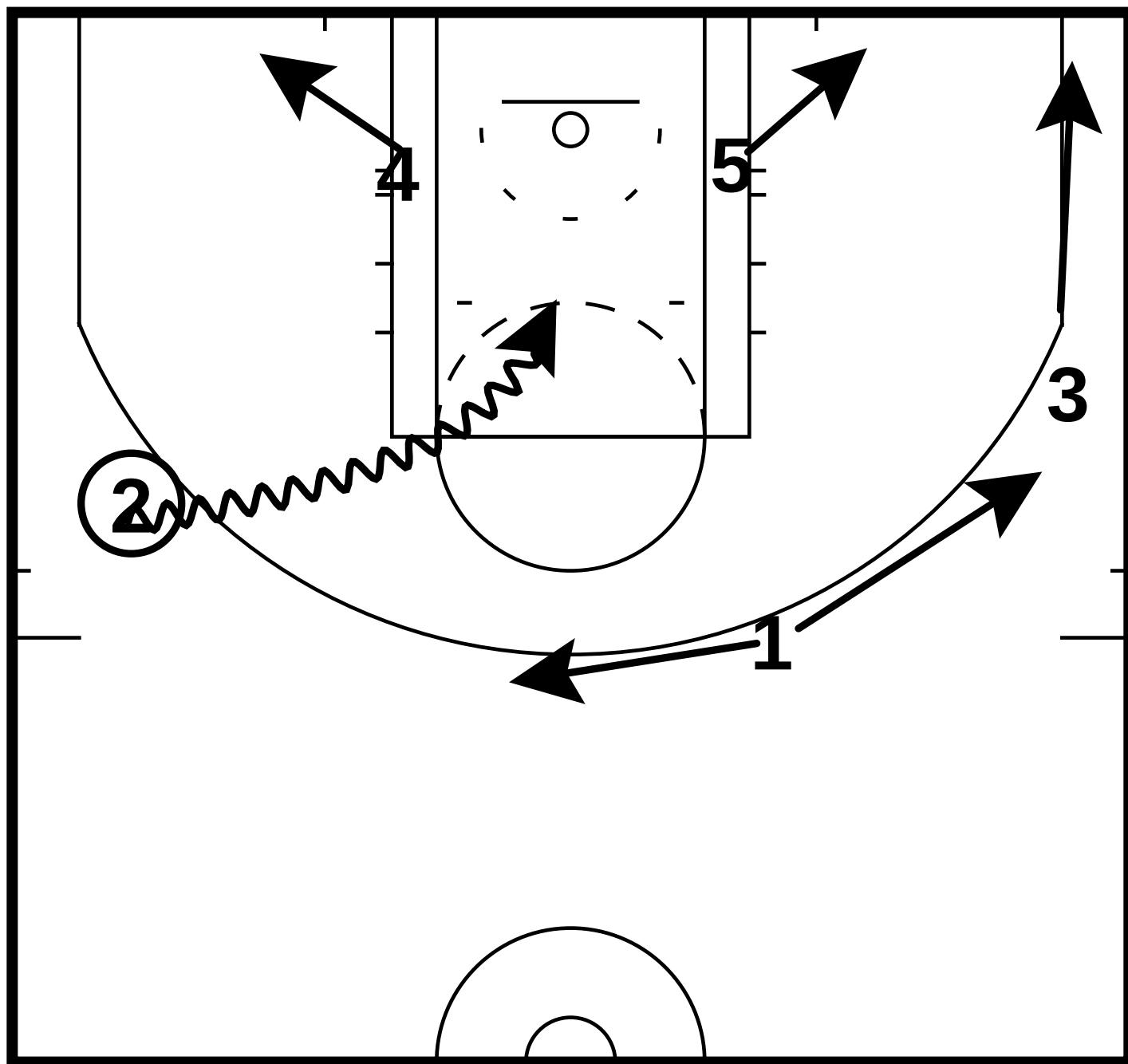
Drive Baseline 5 Game



Drive baseline: strong side big goes up the line, weakside big goes middle or sets a drift screen, 1 fills behind or goes for one more.

O'Connell Basketball

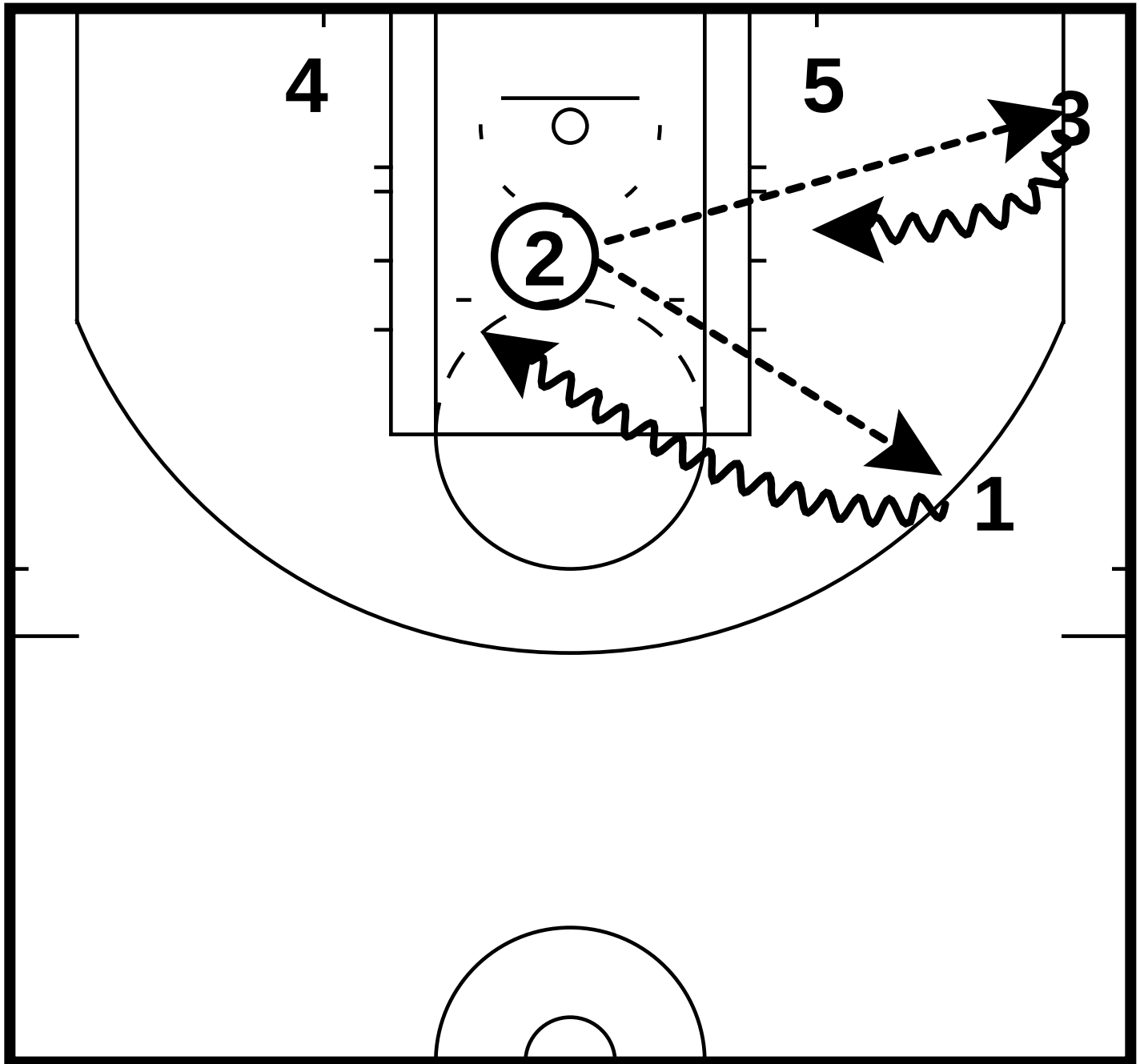
Drive/ Pass Reactions
5 Game



Drive Middle, bigs drop to baseline off block, 3 goes to corner, 1 fills to open area.

O'Connell Basketball

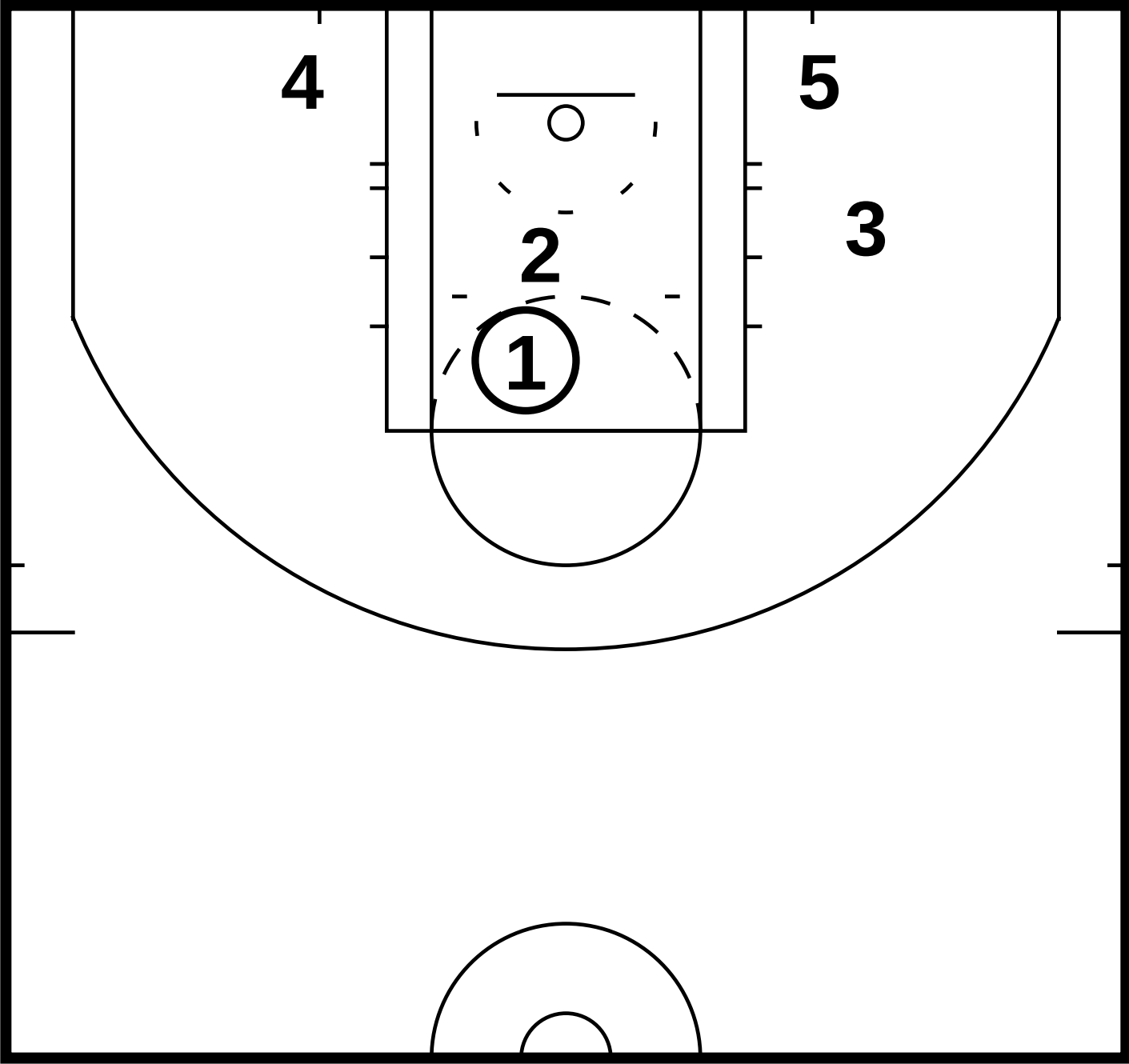
Drive/ Pass Reactions
5 Game



Drive, kick attack the closeout.

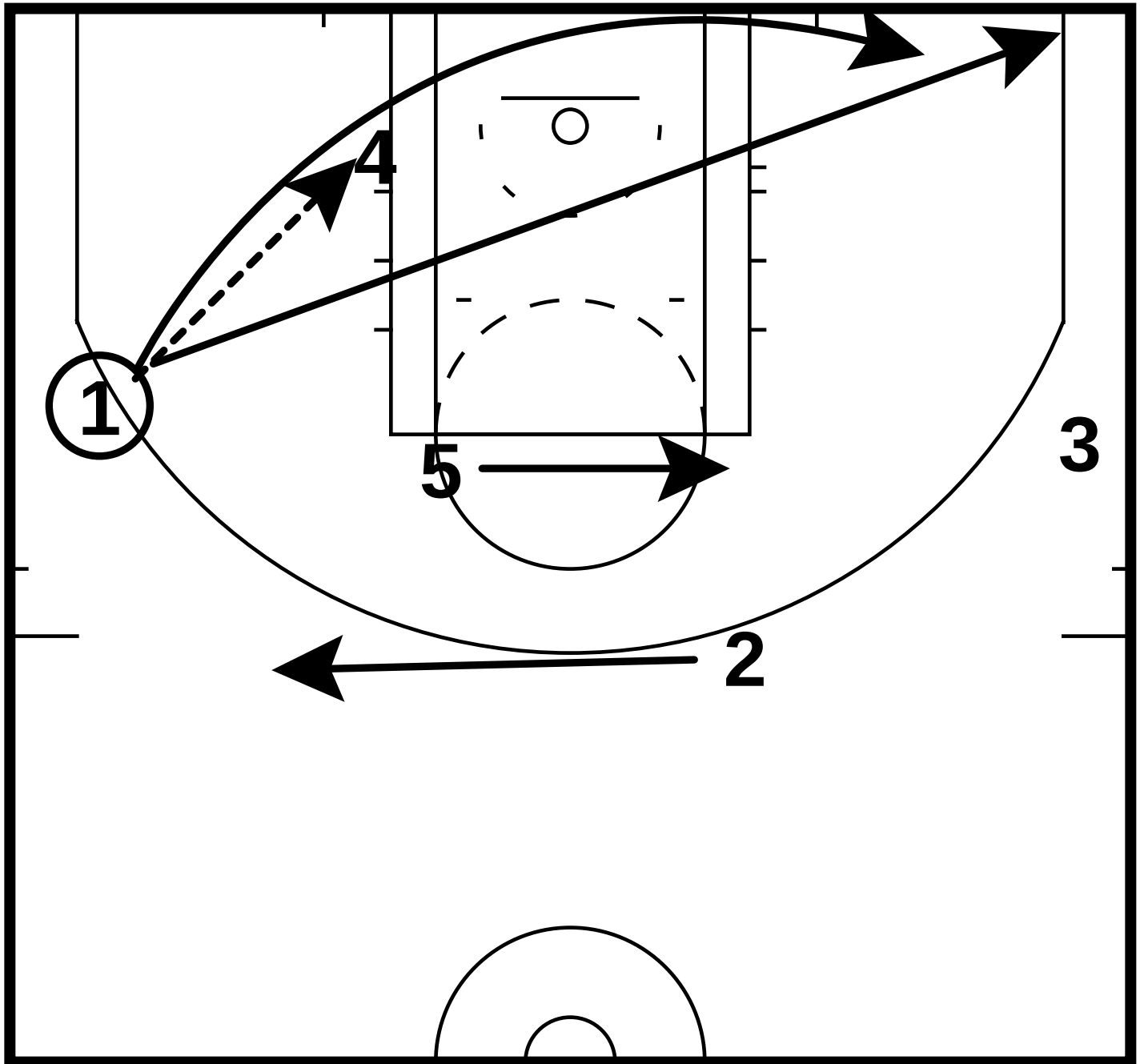
O'Connell Basketball

Drive/ Pass Reactions
5 Game



O'Connell Basketball

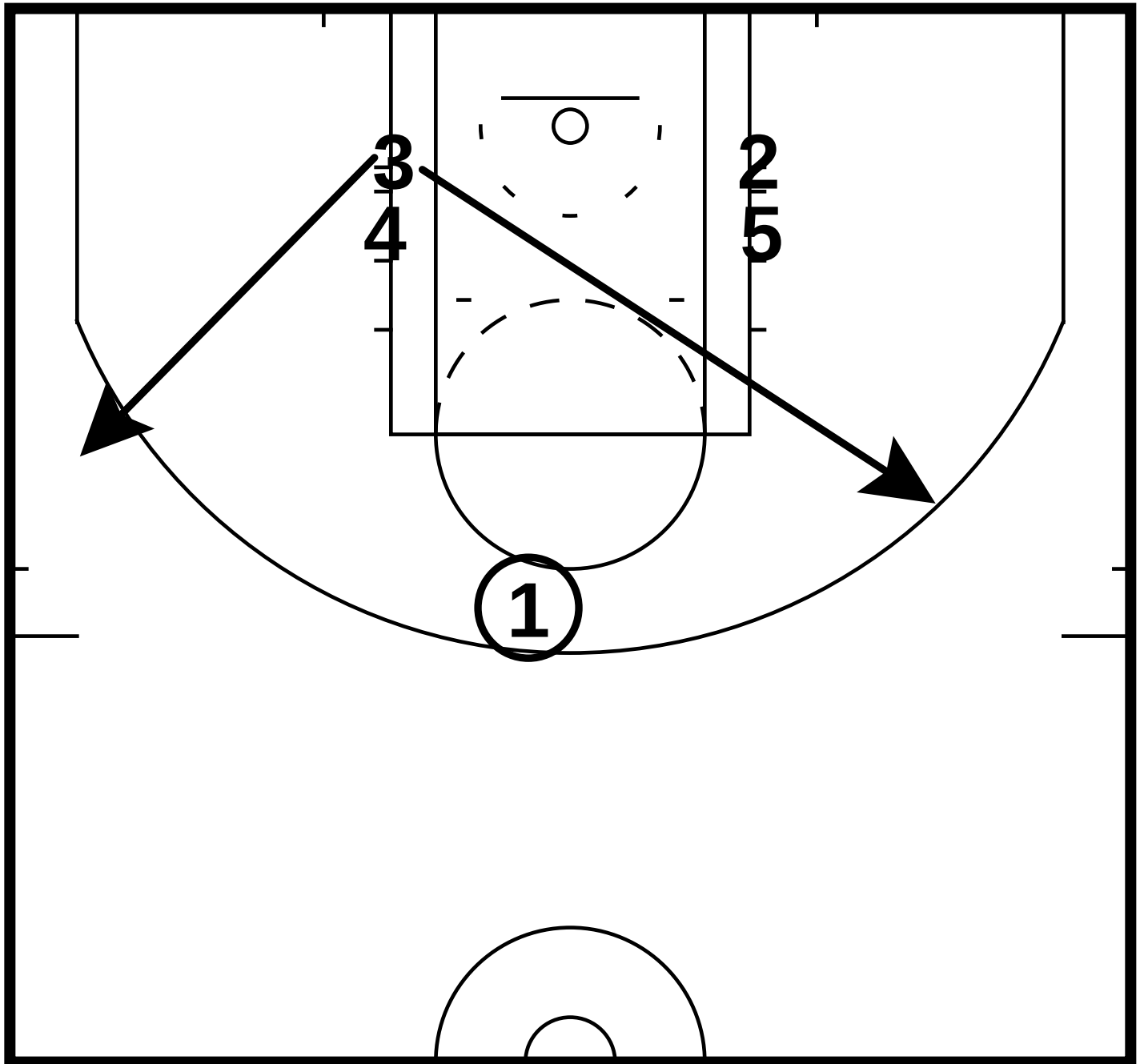
Drive/ Pass Reactions 5 Game



If ball is fed to low post, high post goes to opposite elbow or dives to weakside block. The guard that fed the post cuts off block and goes to corner or stays on opposite block.

O'Connell Basketball

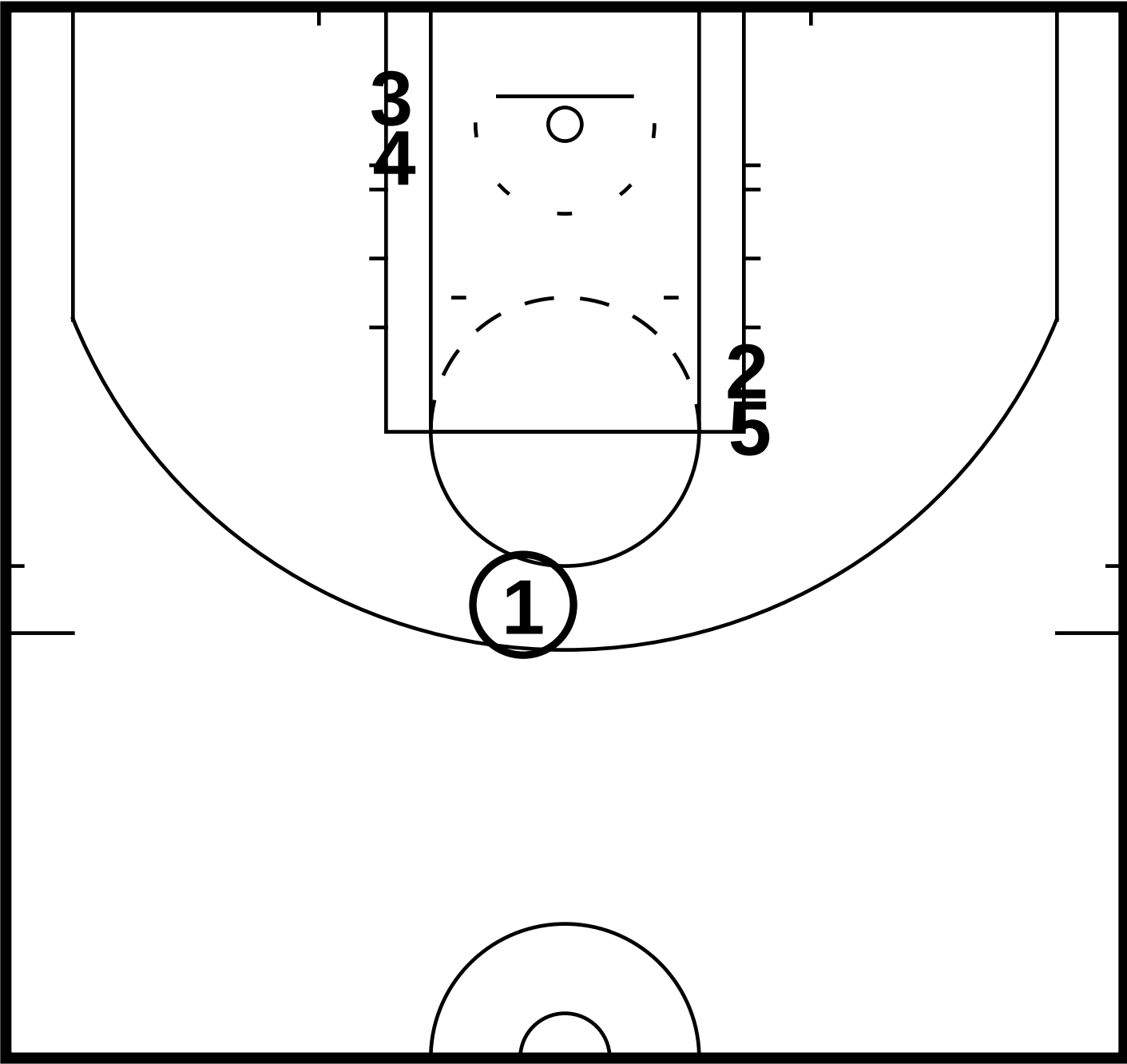
Stack Low
5 Game



Stack low. They can use all cuts as normal down screens.

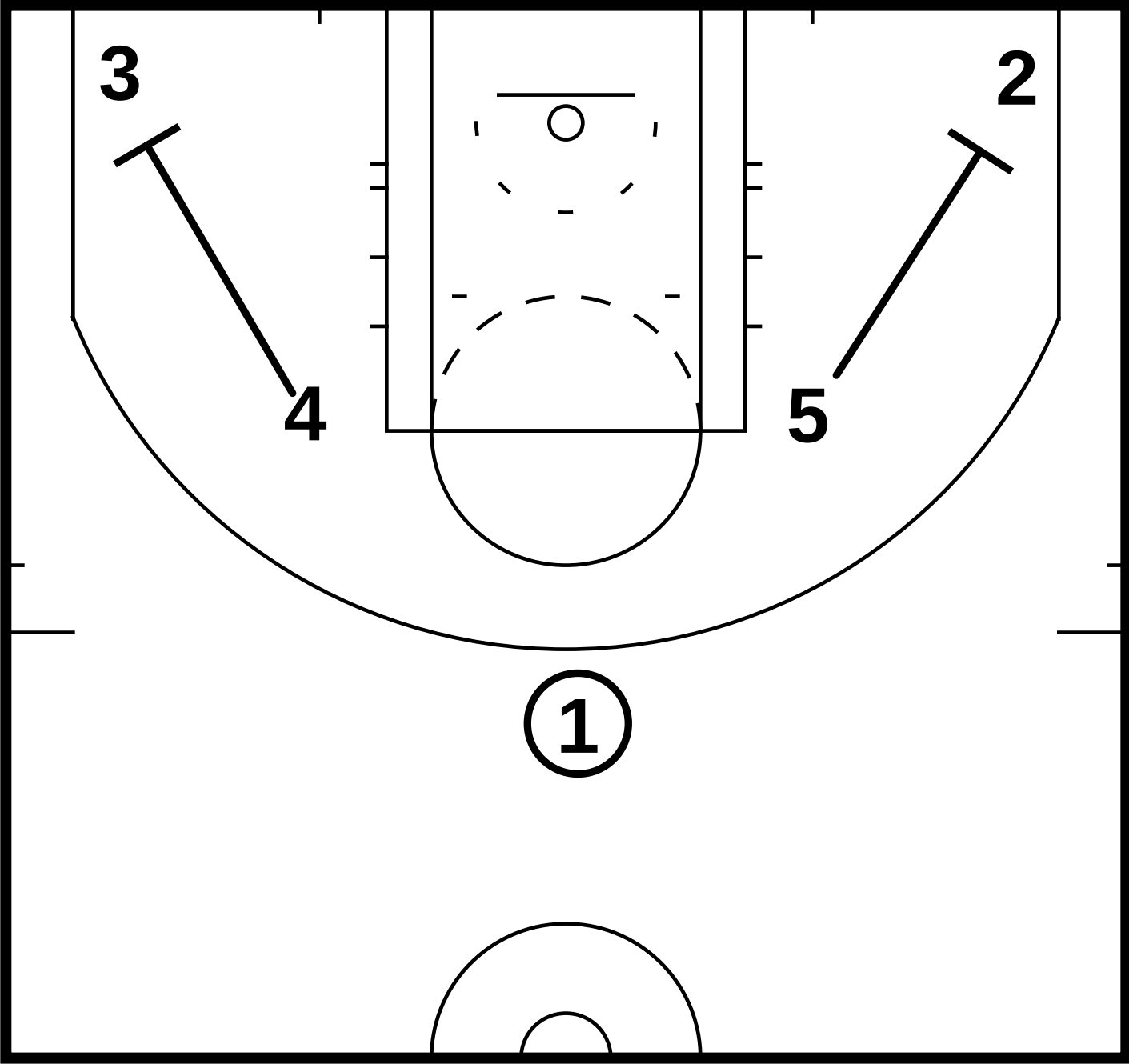
O'Connell Basketball

Staggard
5 Game



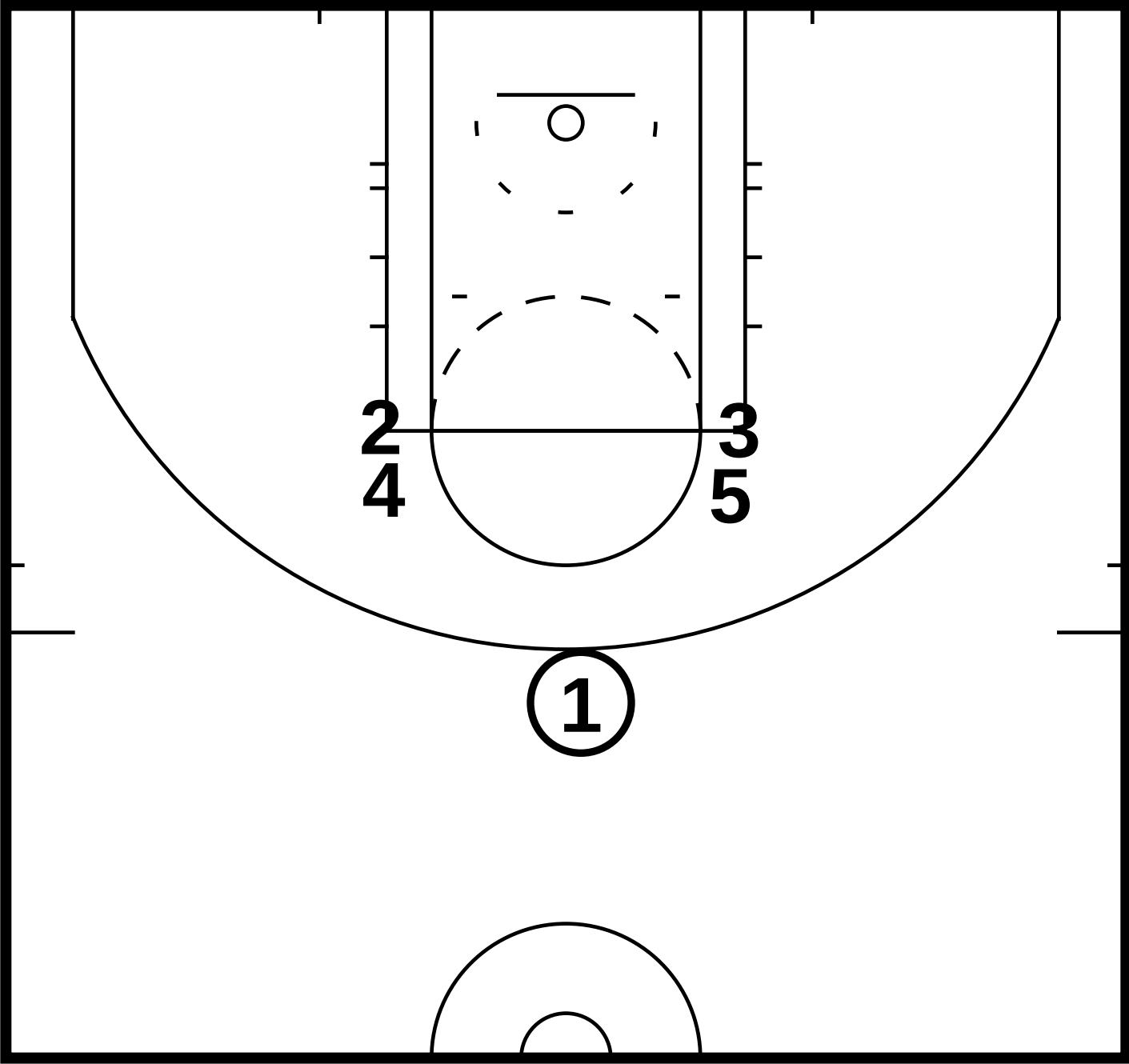
O'Connell Basketball

Wide
5 Game



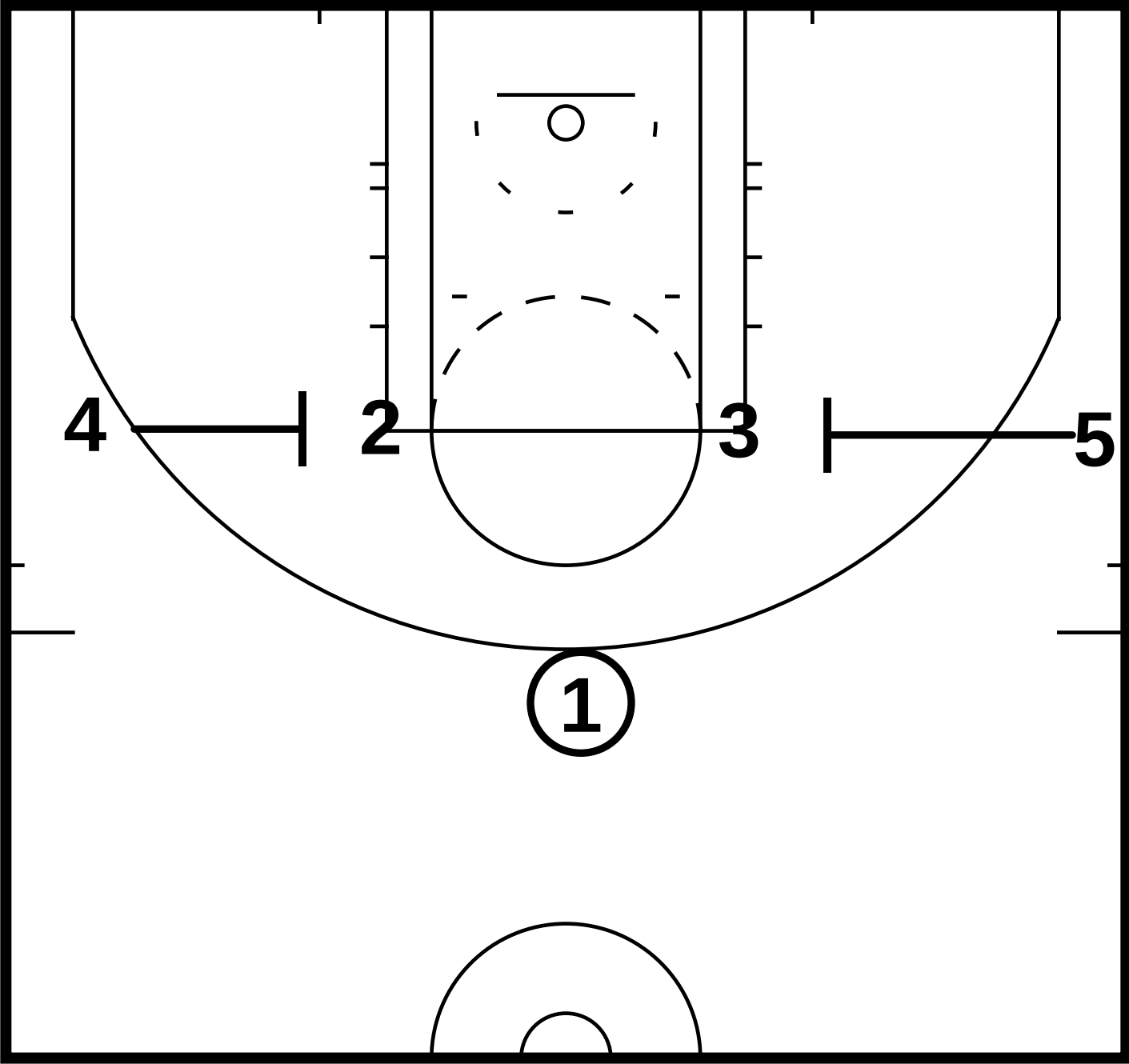
O'Connell Basketball

Stack High
5 Game



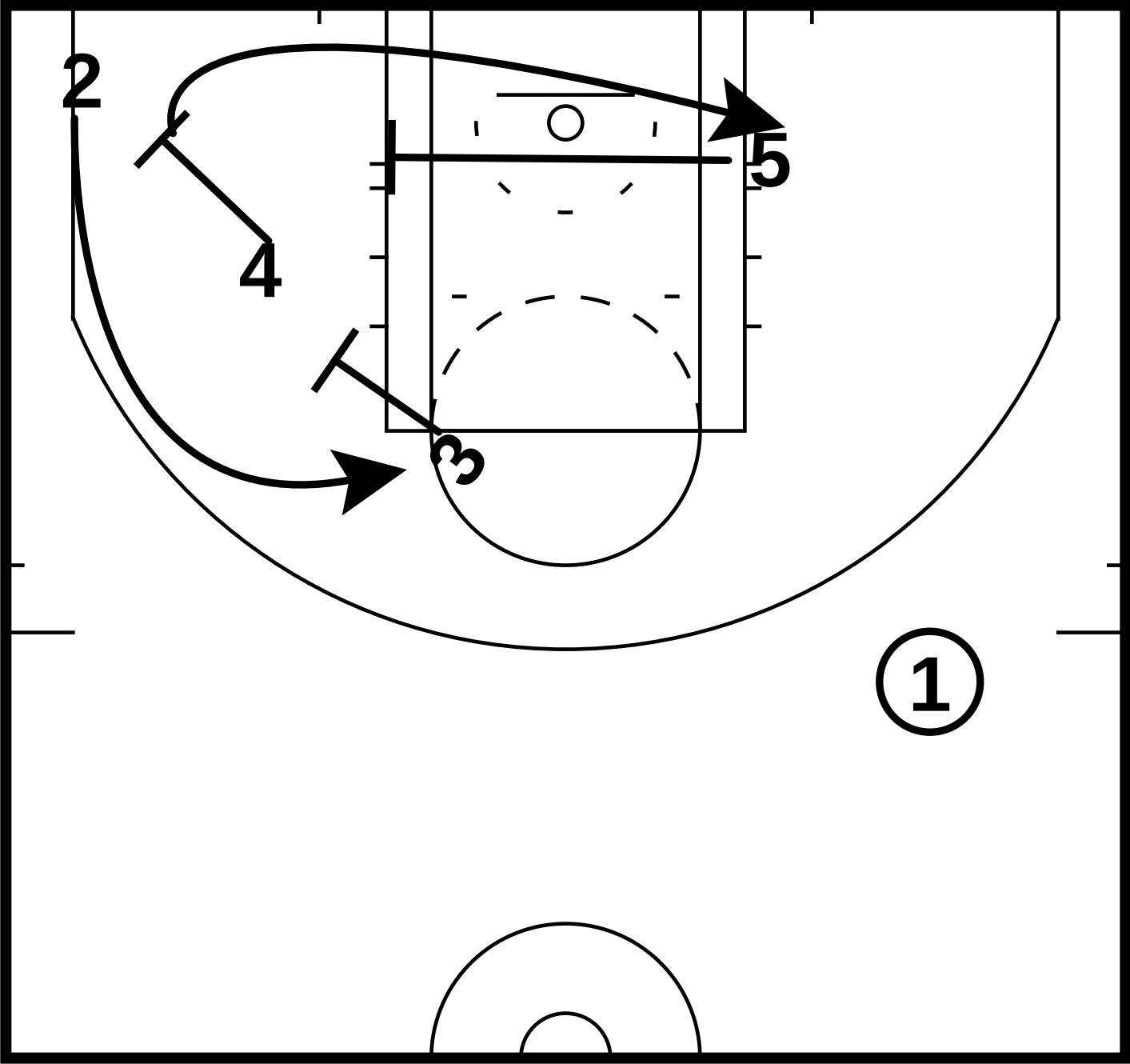
O'Connell Basketball

In
5 Game



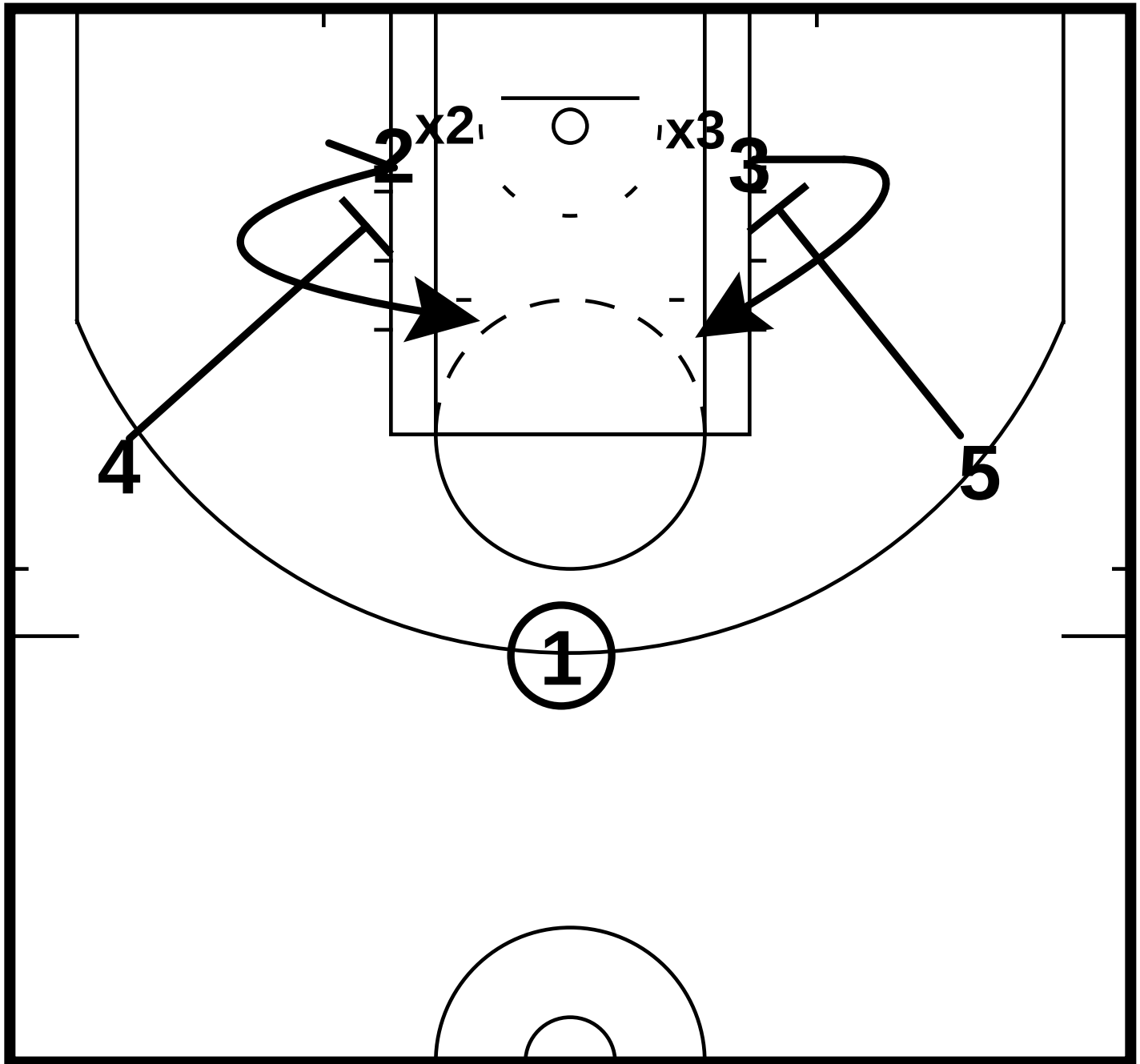
O'Connell Basketball

Staggard Away
5 Game



O'Connell Basketball

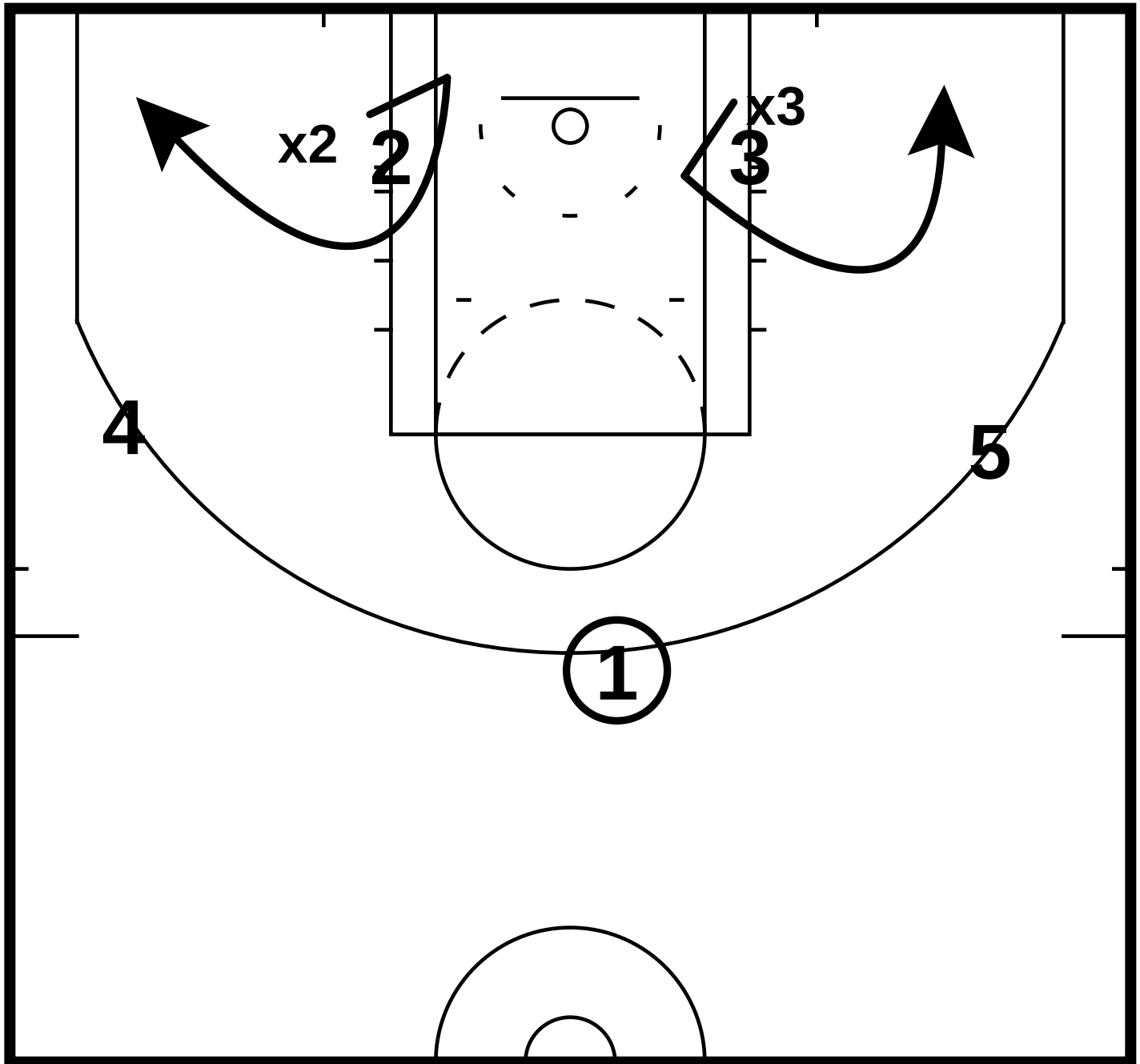
Curl
5 Game



Curl off Down Screen - 2/3 trailed by x2/x3. Big man looks to duck in

O'Connell Basketball

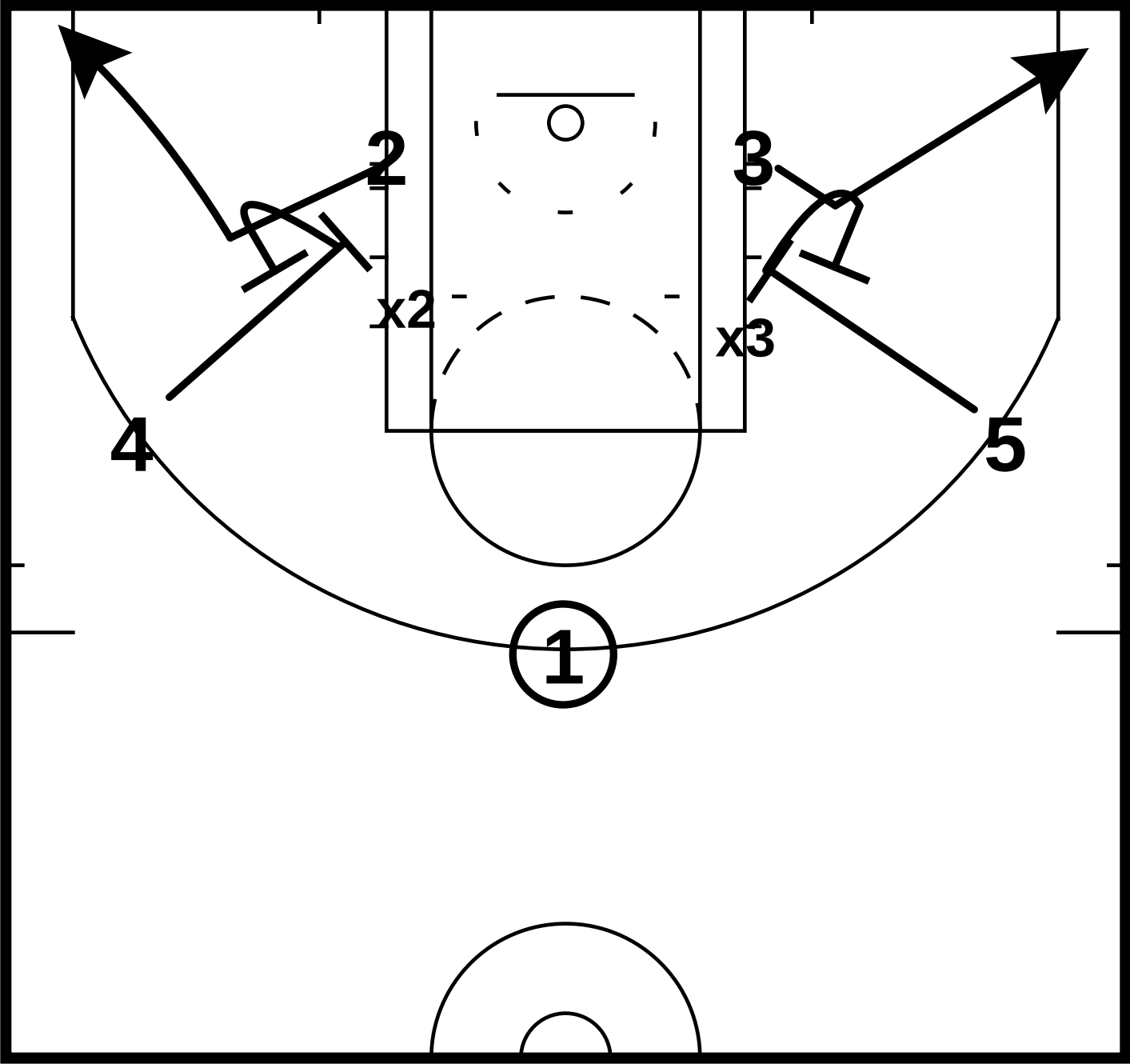
Reverse Curl
5 Game



X2/X3 take away wing cut and trail. Big man looks to duck in.

O'Connell Basketball

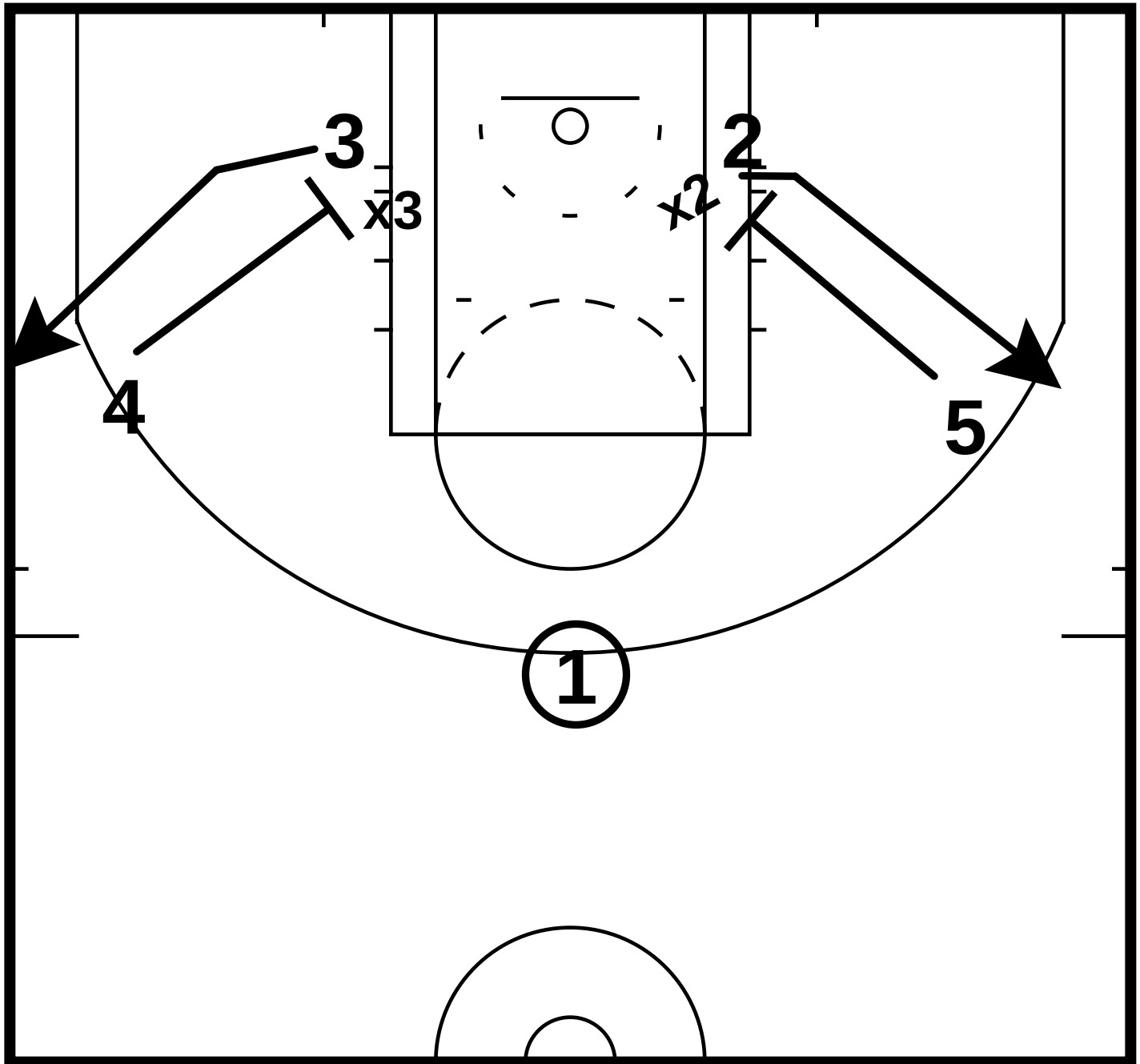
Fade
5 Game



x2/x3 go over top. 4 rescreens Big man looks to slip.

O'Connell Basketball

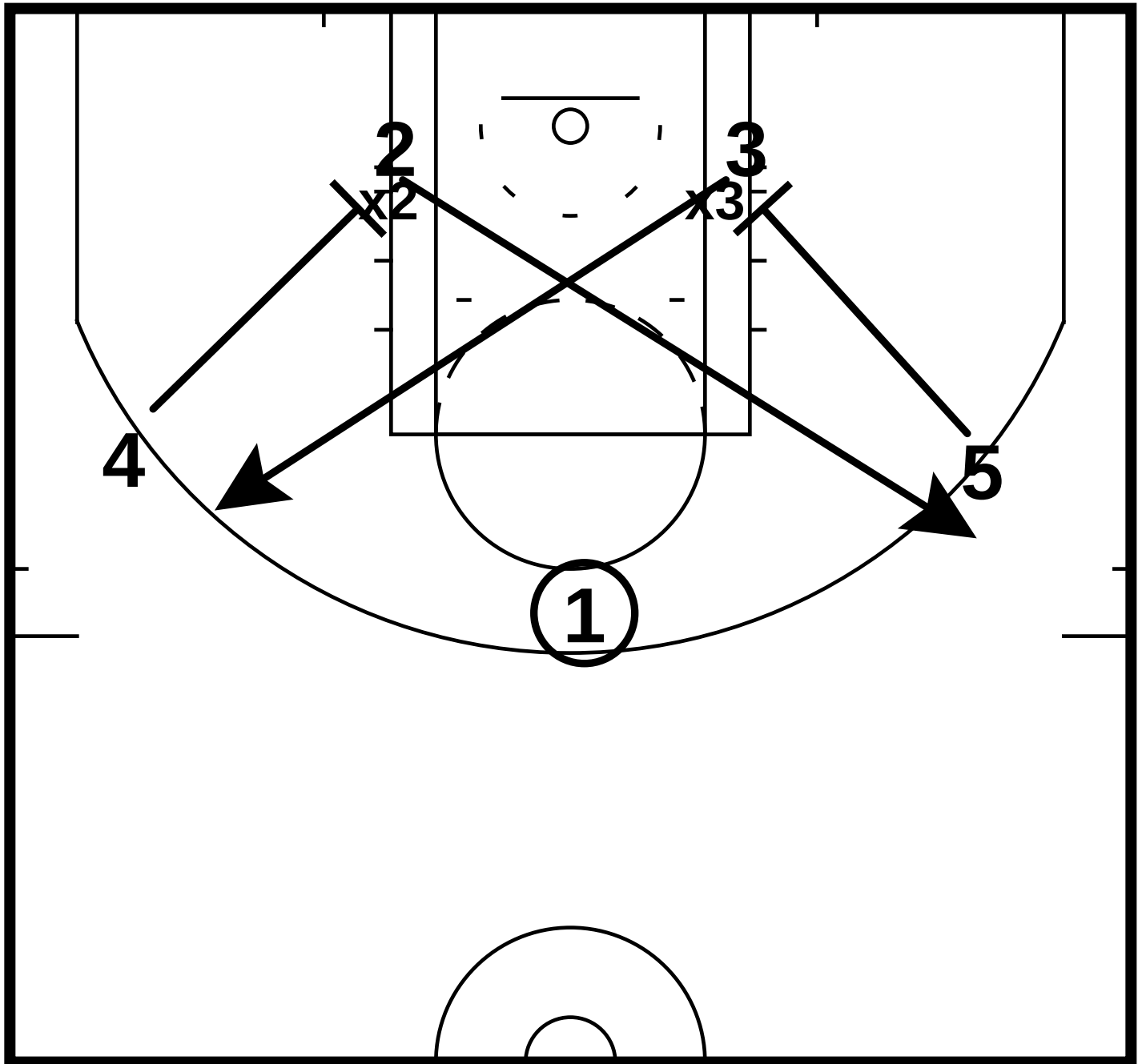
wing cut
5 Game



x2/x3 run directly into screens. Big man looks to duck in.

O'Connell Basketball

Opposite Wing Cut 5 Game



x2/x3 try to get physical. Swim move to opposite wing. Big man looks to duck in.

O'Connell Basketball