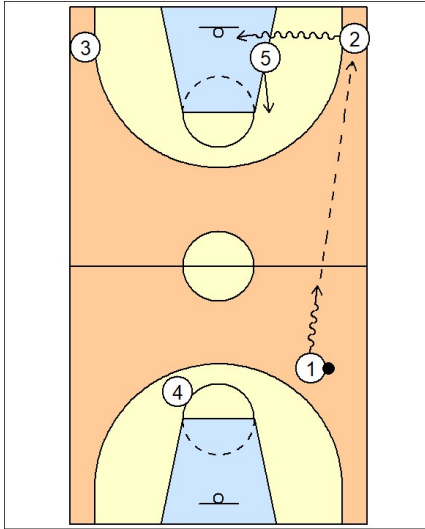


Fast breaks

Ravens



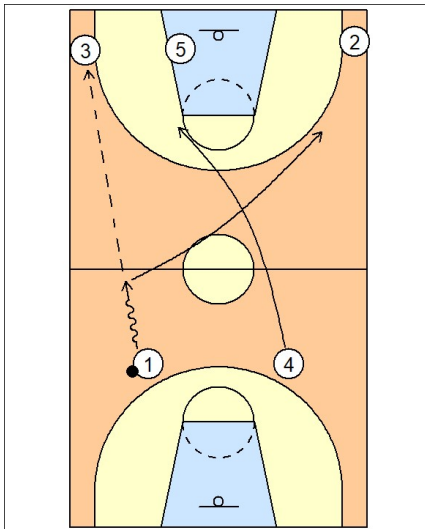
1

Dean Petridis

On the fast break, advance the ball to the 3-point line in 3 seconds ("3 in 3").

Identify attackers who have a match-up versus the opposition, e.g "25" means 2 and 5 are matchups, "24" means 2 and 4 are matchups.

The right-hand lane in transition is the matchup lane; on an advance pass to a matchup, they need to make a play - shoot or drive (e.g. right-hand baseline).

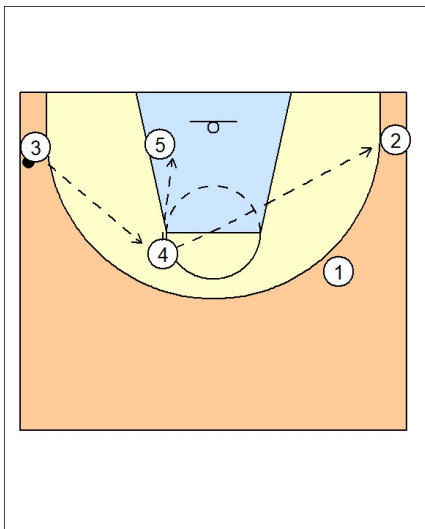


2

If the ball is advanced up the left side to 3 (a non-matchup), 3 has to pass, can't shoot or drive.

Get into a high-low situation with matchups in the low post and far corner.

Here 5 and 2 are the matchups, 4 fills the high post, 1 spaces weakside.



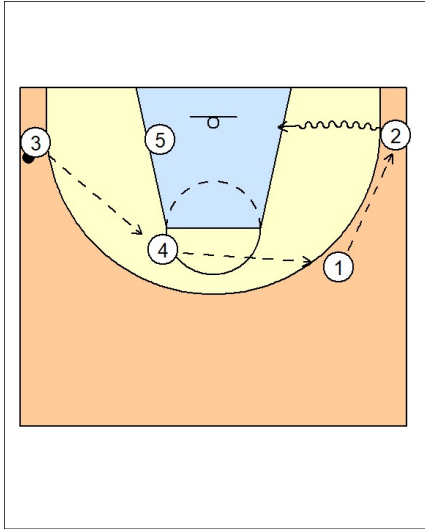
3

On a pass to 4, look for a high-low pass to 5 sealing, or a skip pass to 2, who will shoot or shot fake and drive.

A matchup two passes away from the ball attacks a closeout with an upfake - shoot, or shot fake and drive.

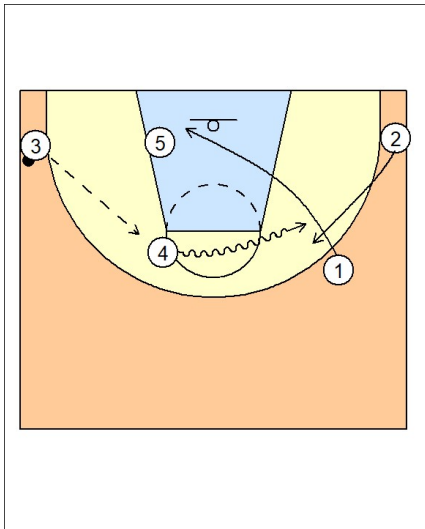
Don't stall the ball on offence, make a play.

Fast breaks Ravens



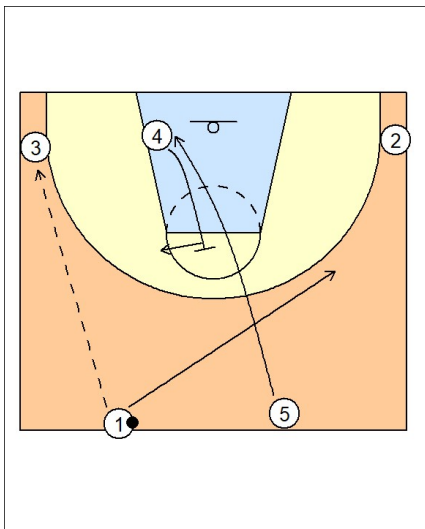
4

If corner matchup 2 is one pass away from the ball and gets a pass, attack off the sweep - catch and sweep baseline, or jab baseline and attack middle, or shoot.



5

4 can use a dribble hand-off to get the ball to matchup 2, 1 goes backdoor on the play.



6

Here inside matchup 5 is the trail big (rebounder), first big 4 backscreens to get 5 into the low post, then fills the high post.