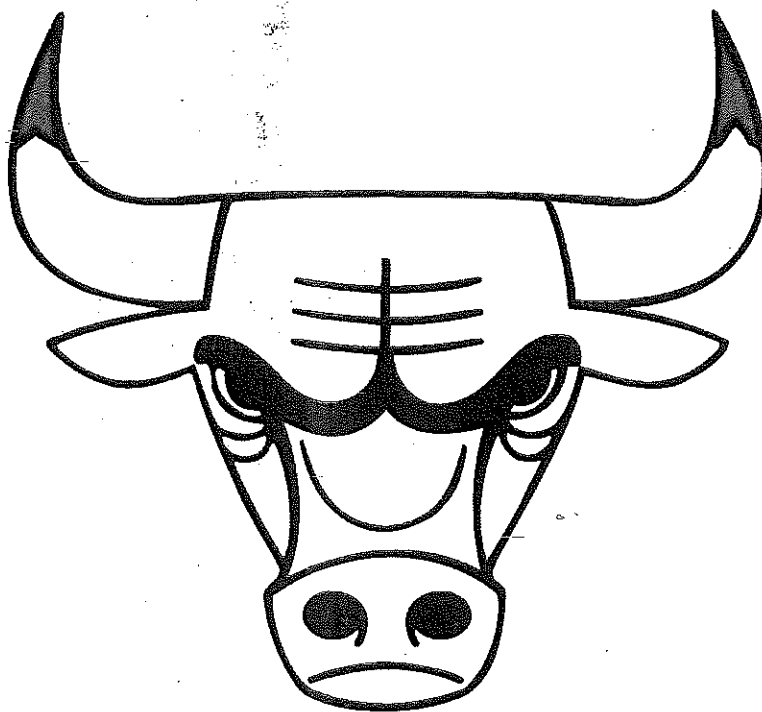


END OF QUARTER OFFENSE



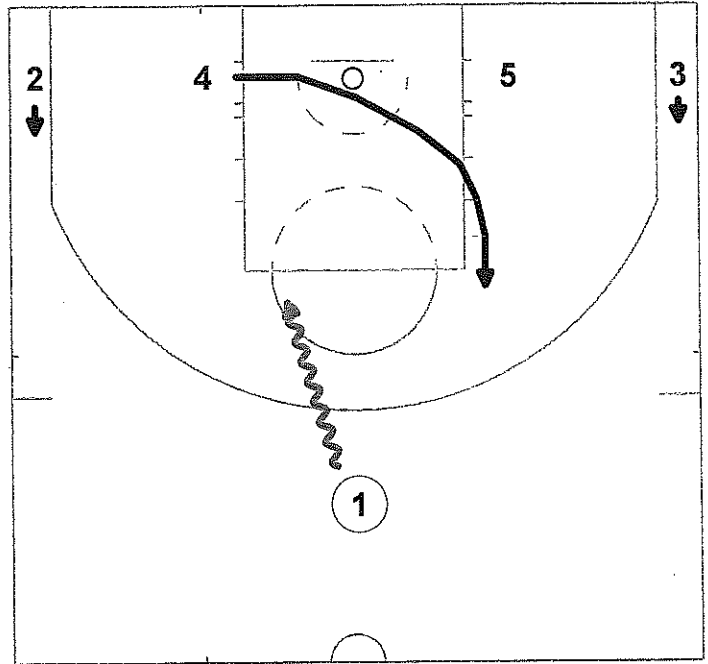
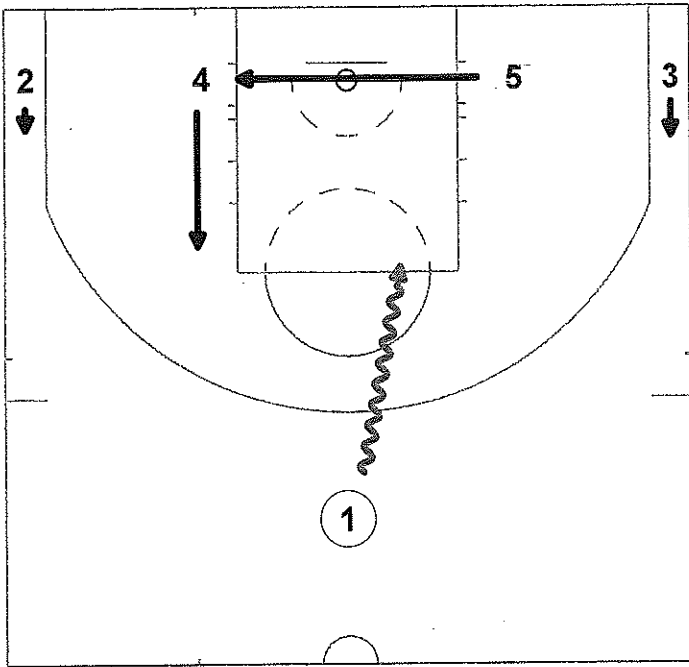


"FLAT"

x

"FLAT (cont'd)"

x

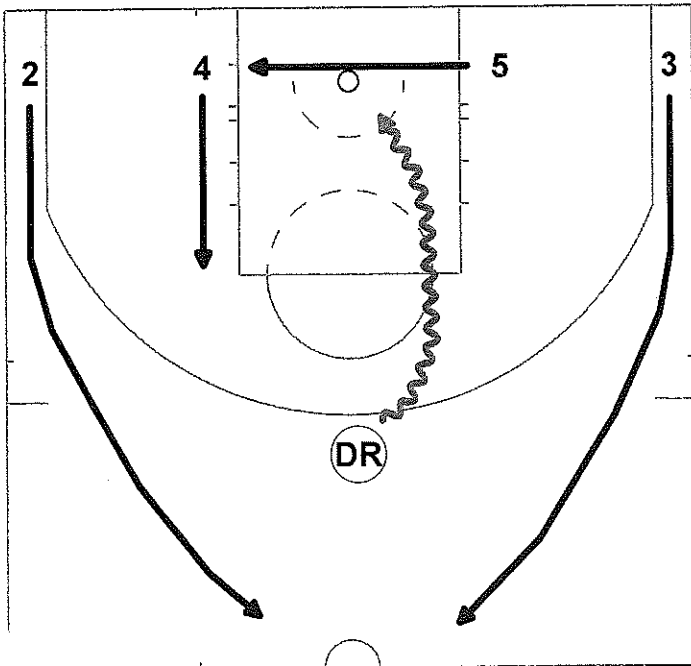


DRIBBLE TO RIGHT.
4&5 ON A STRING.
ALWAYS GOES TO OPPOSITE ELBOW.

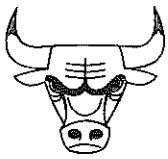
DRIBBLE TO LEFT

"FLAT (cont'd)"

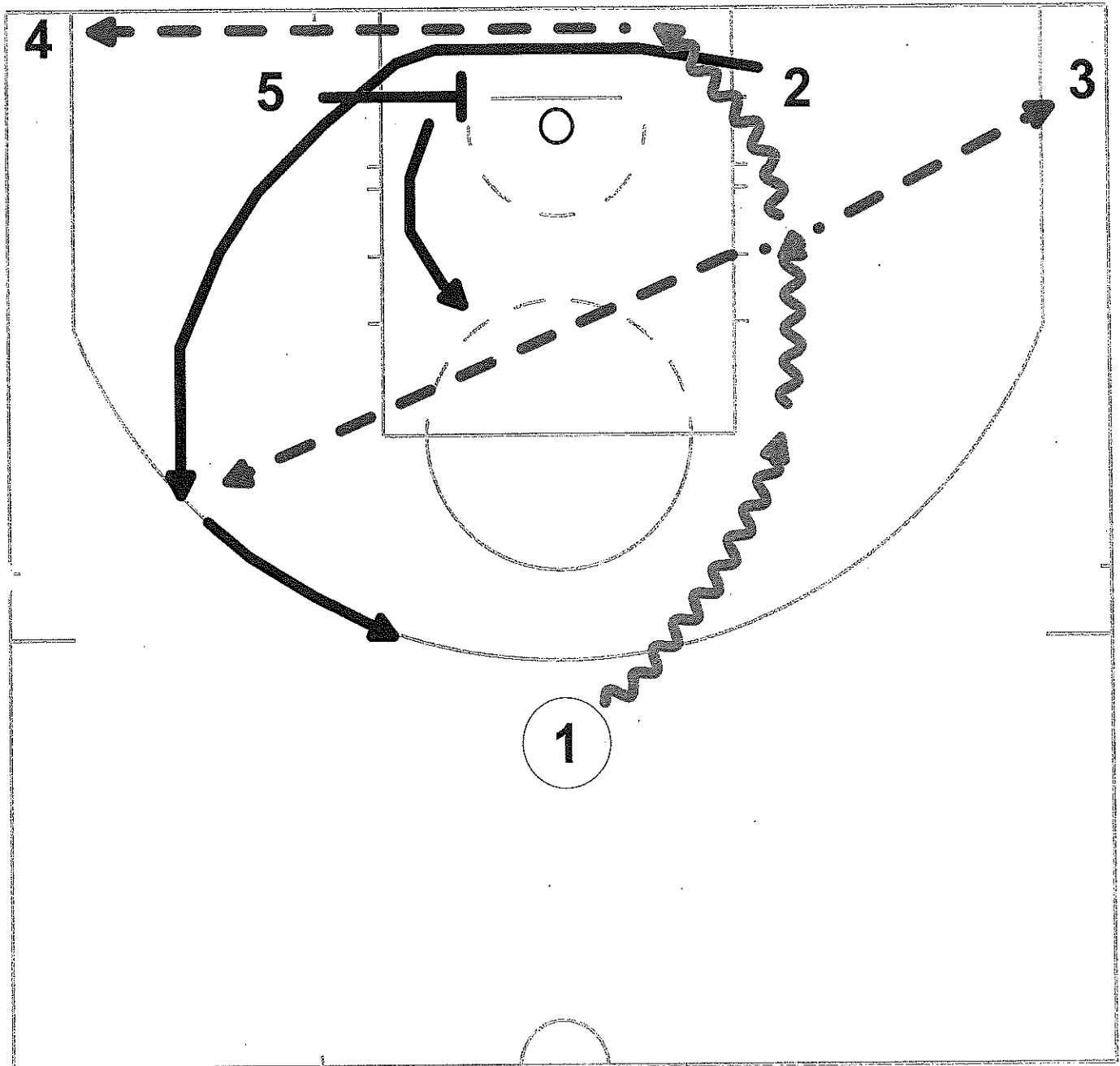
x



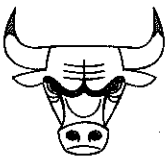
IF DERRICK GOES ALL THE WAY TO BASKET, 2&3 MUST GET BACK.



FLAT HORSESHOE



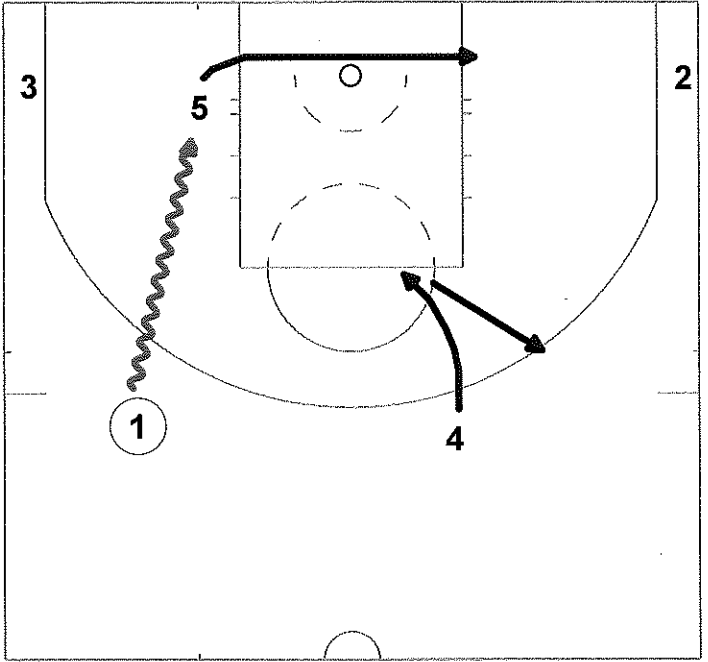
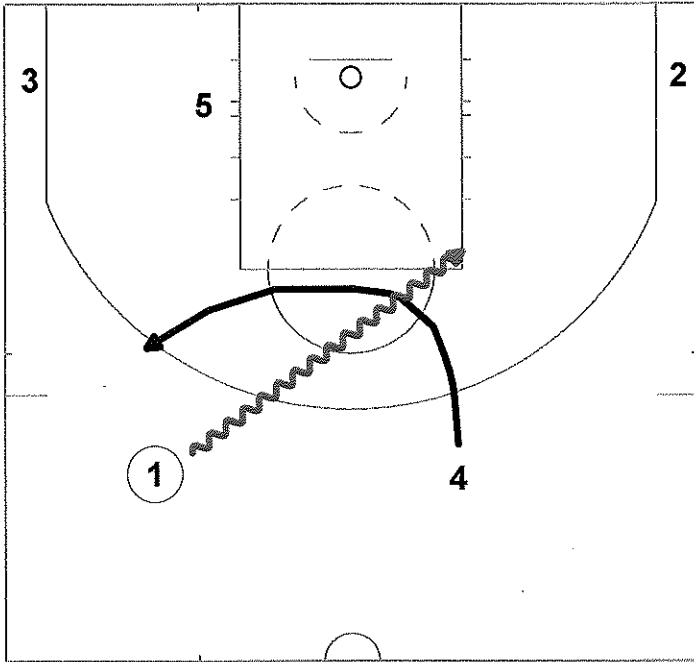
INITIAL SET IS 1-4 FLAT ALIGNMENT.
5 PINS FOR 2 WHO CONTINUES TO THE WING AREA.
3 MAKES HIMSELF AVAILABLE IN THE STRONGSIDE CORNER.
2 THEN ROLLS BEHIND THE BALL AS 1 LOOKS TO MAKE A PLAY.
5 ROLLS BEHIND THE BALL INTO THE LANE LOOKING FOR THE DUMP PASS.
4 IS IN THE WEAKSIDE CORNER AS AN OUTLET.



HORSESHOE"

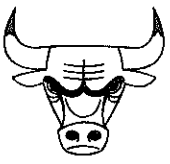
x "HORSESHOE (cont'd)"

x

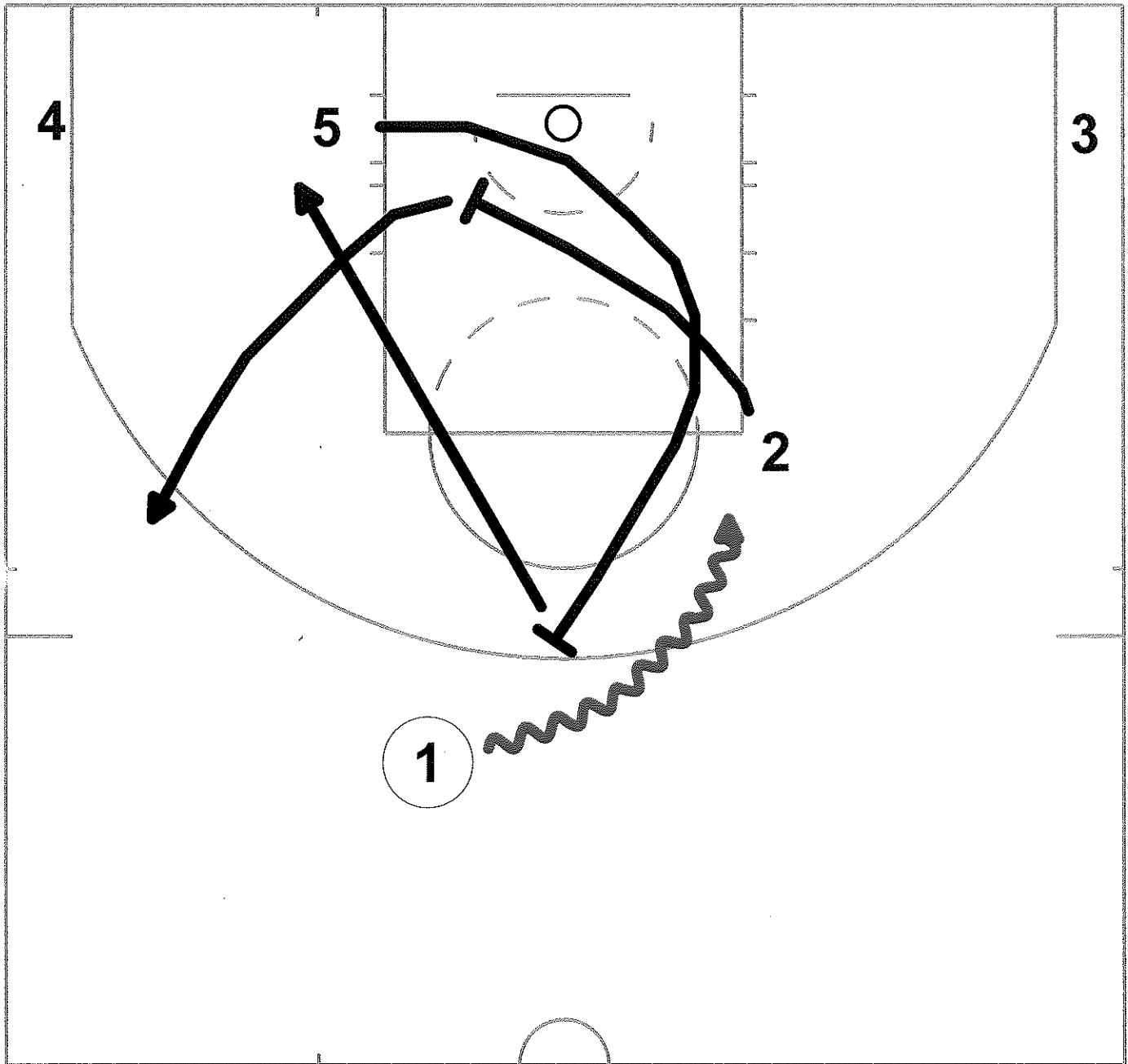


MIDDLE PENETRATION OPTION.
 GOOD END OF SHOT CLOCK PLAY.
 NEAREST PLAYER ON TOP MAKES A HORSESHOE CUT.
 MAKES A PLAY.

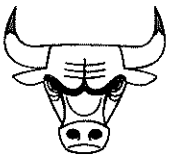
BASELINE PENETRATION OPTION.
 NEAREST PLAYER ON TOP BREAKS HORSESHOE CUT.
 5 CLEARS TO OPPOSITE SIDE.



HORSESHOE PICK



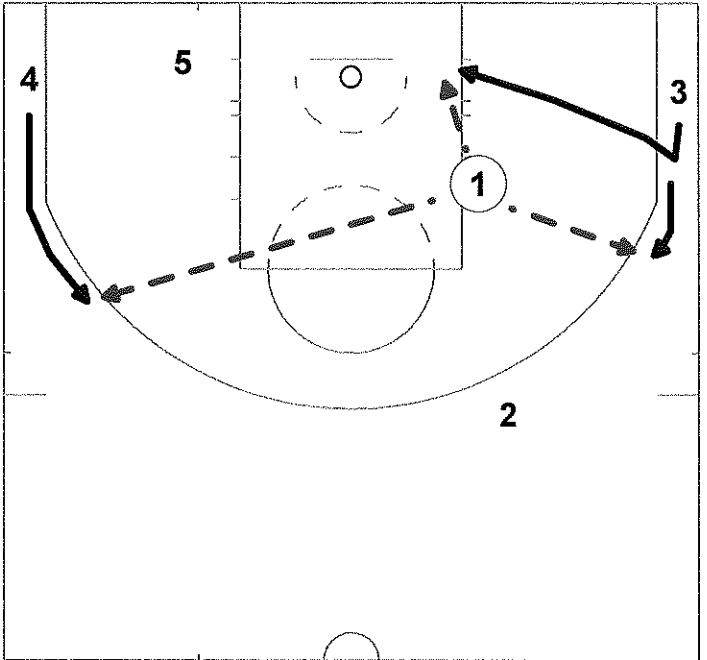
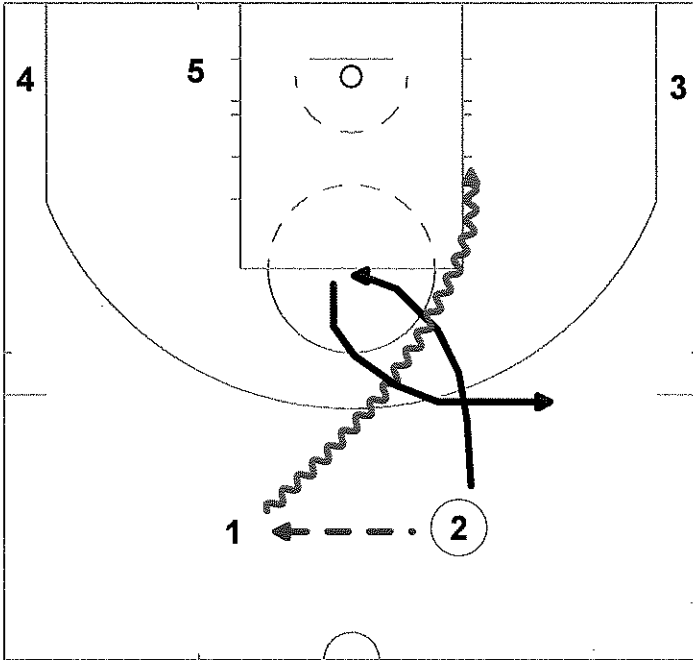
2 SETS SCREEN FOR 5.
2 ROLLS UP TO THE THREE POINT LINE.
5 SETS HIGH P&R FOR 1 AND GOES TO THE WEAKSIDE BLOCK.



HORSESHOE 2/3/4"

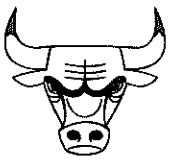
x "HORSESHOE 2/3/4 (cont'd)"

x

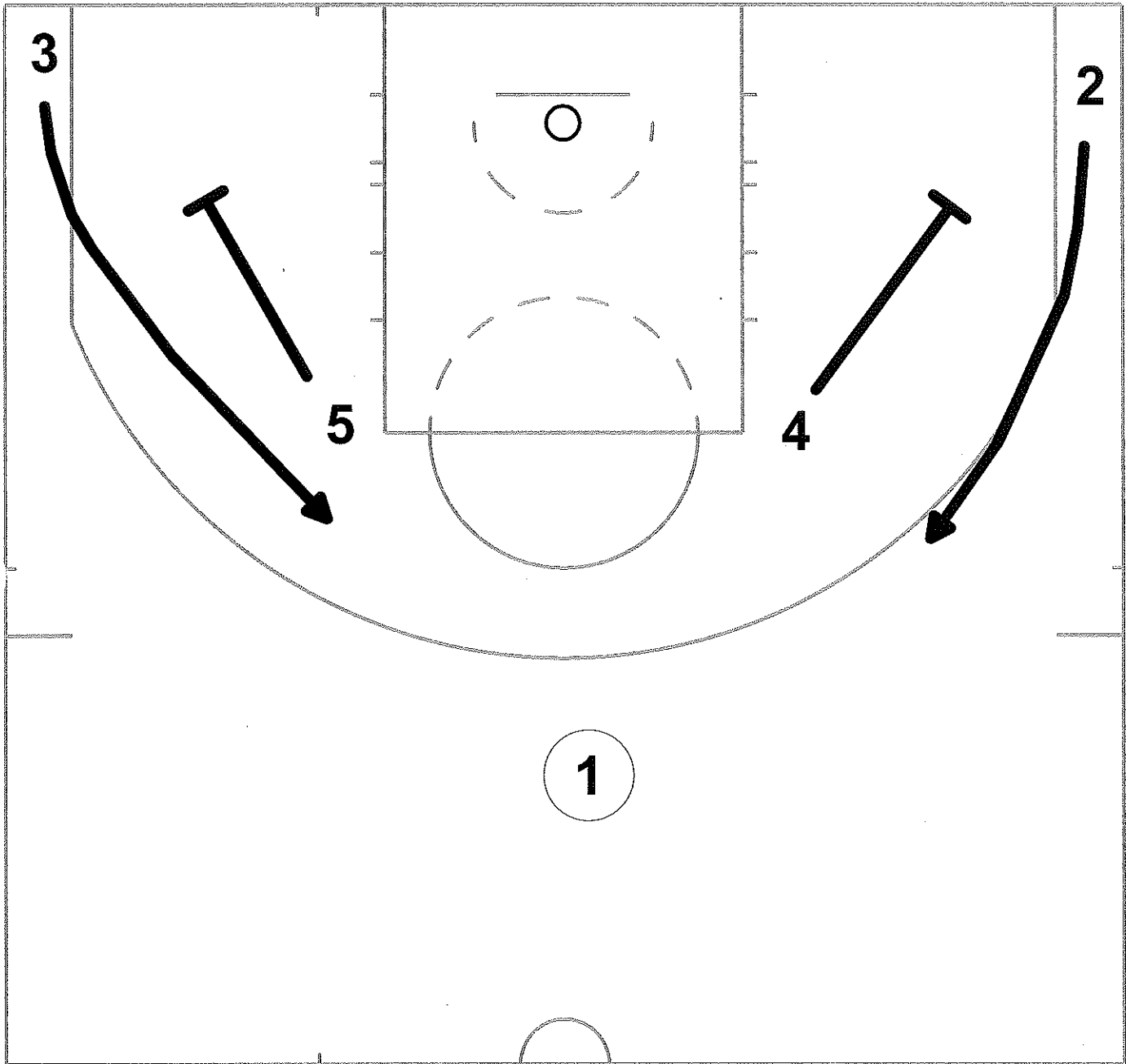


2 HITS 1 AND SPRINTS TO THE NAIL.
1 ATTACKS THE RIM RIGHT OFF 2'S BACK.
1 CIRCLES BACK BEHIND THE BALL FOR A DRIVE AND KICK OPPORTUNITY.

3 CAN LOOK FOR THE BACKDOOR OR FOR A DRIVE AND KICK OPTION.
1 CAN ALSO LOOK FOR 4 WHO SLIDES INTO AN OPEN AREA.



FIST UP AWAY DOUBLE



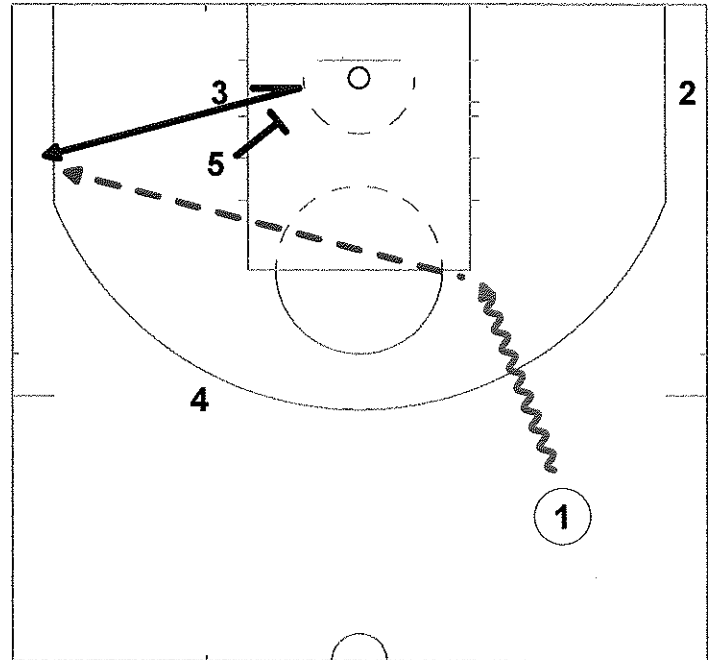
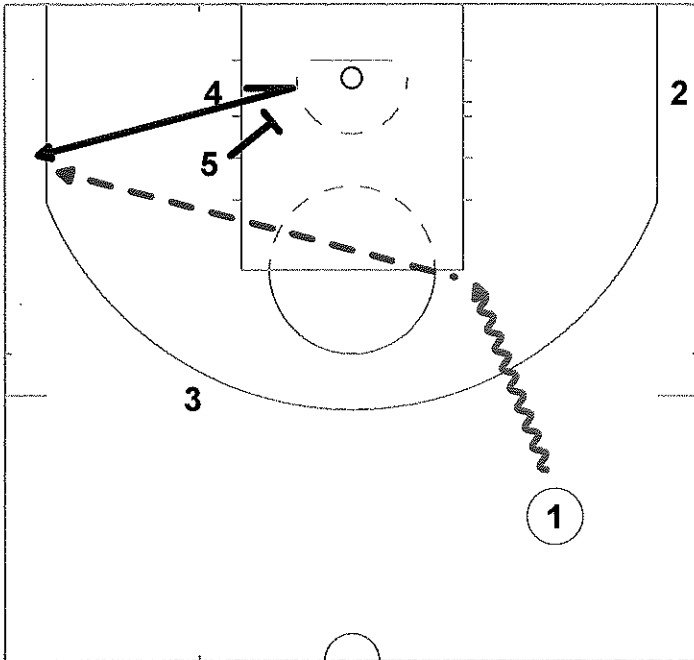
1 LOOKS FOR 2 COMING OFF THE PINDOWN FROM 4.
IF 2 IS NOT OPEN, 3 THEN COMES OFF A PINDOWN FROM 5.
IF NEITHER ARE OPEN, 1 LOOKS TO MAKE A PLAY.



OPEN 2/3/4/5"

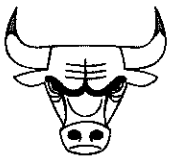
x "OPEN 2/3/4/5 (cont'd)"

x



GOOD ATO/EOQ/EOG PLAY.
THIS IS AN EXAMPLE OF "OPEN 4".
LOOKS TO PENETRATE TO THE ELBOW.
AS THIS IS HAPPENING, 4 FAKES LIKE HE IS CUTTING ACROSS
THE LANE, THEN GETS A PINDOWN FROM 5.

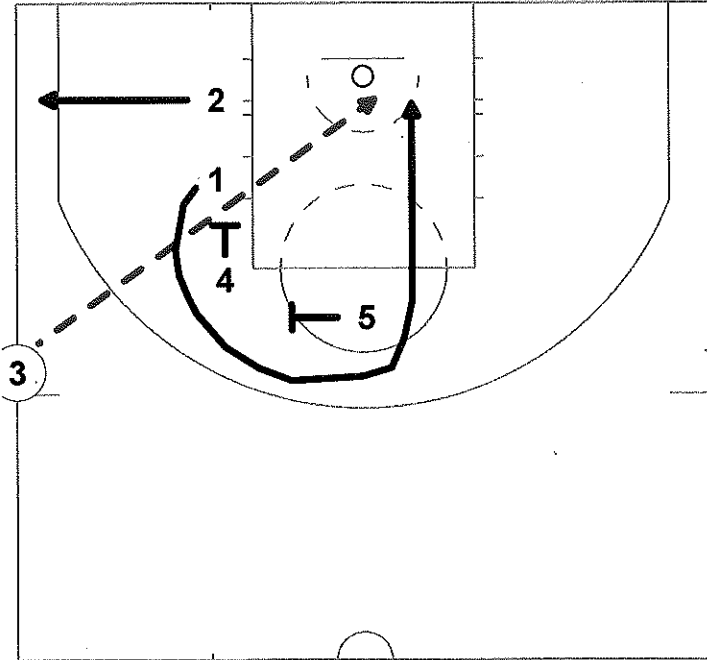
THIS IS AN EXAMPLE OF "OPEN 3".



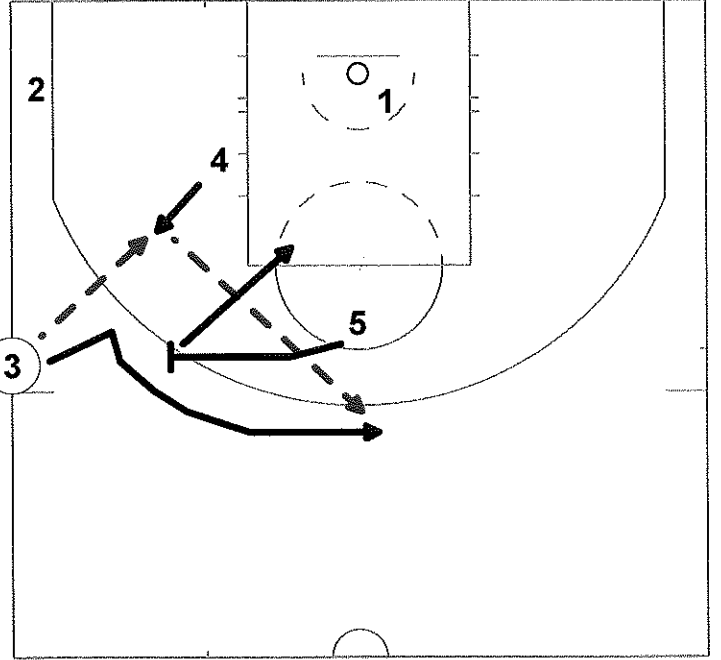
15 L"

x "15 L (cont'd)"

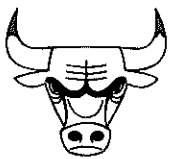
x



2 POPS TO THE CORNER.
1 CURLS OFF 4 AND 5 FOR THE LOB.



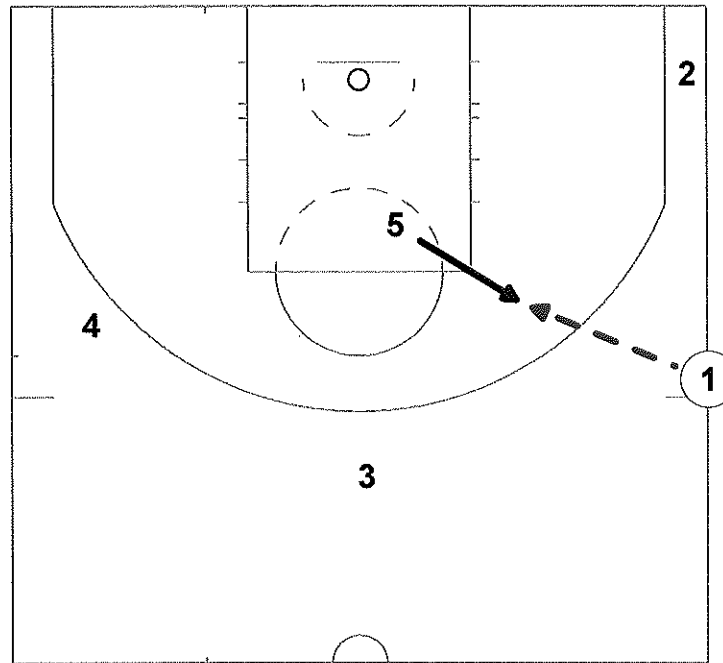
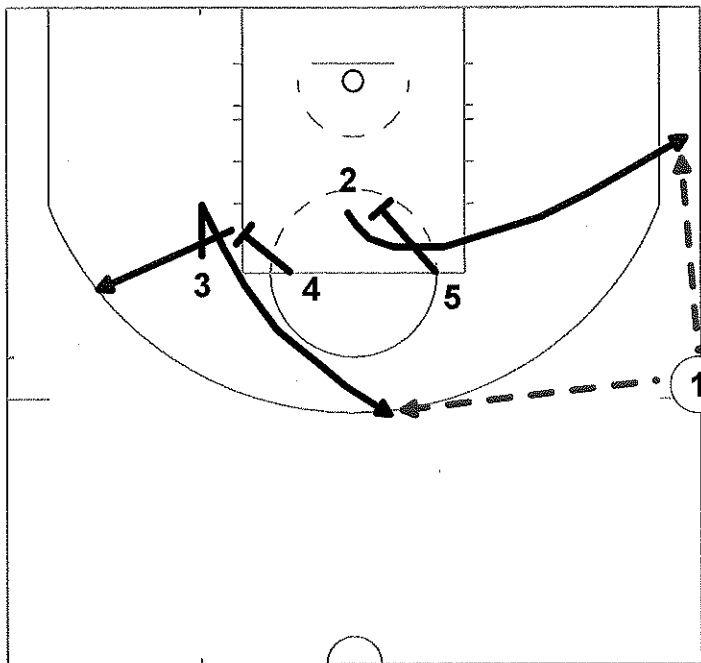
IF 1 IS NOT OPEN, 4 POPS BACK TO THE BALL AND CATCHES.
5 THEN FLARES FOR 3.
ON A SWITCH, 5 LOOKS TO SLIP.



ATLANTA"

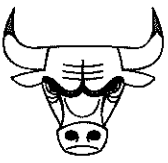
x "ATLANTA (cont'd)"

x



SHORT SECONDS (1-2 SECONDS) PLAY.
2 CURLS OFF 5 TO THE CORNER LOOKING FOR THE SHOT.
PINS FOR 3 WHO POPS TO THE TOP OF THE KEY.
CLEARS TO THE OPPOSITE WING AFTER THE PINDOWN.

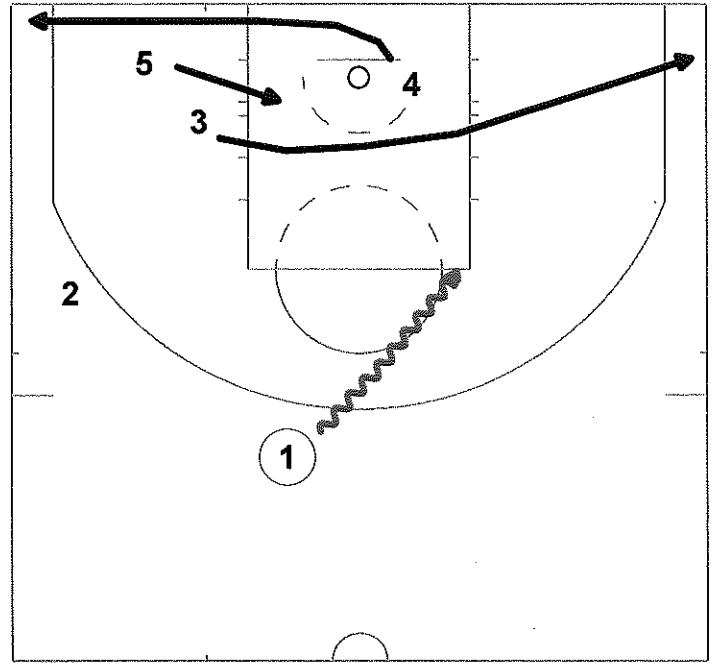
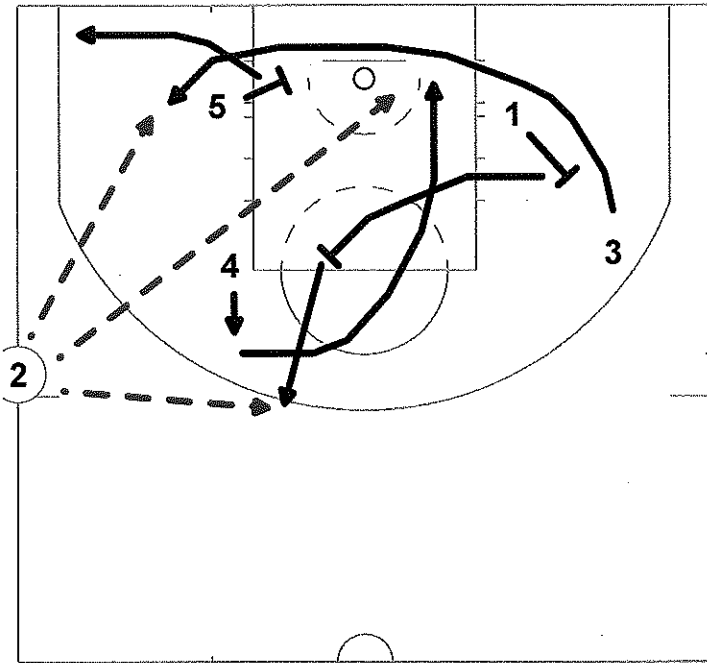
IF 2 OR 3 ARE NOT OPEN, 5 POPS BACK TO CATCH AS AN
OUTLET.



4 LOB"

x "4 LOB (cont'd)"

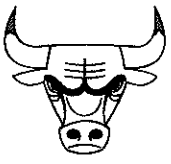
x



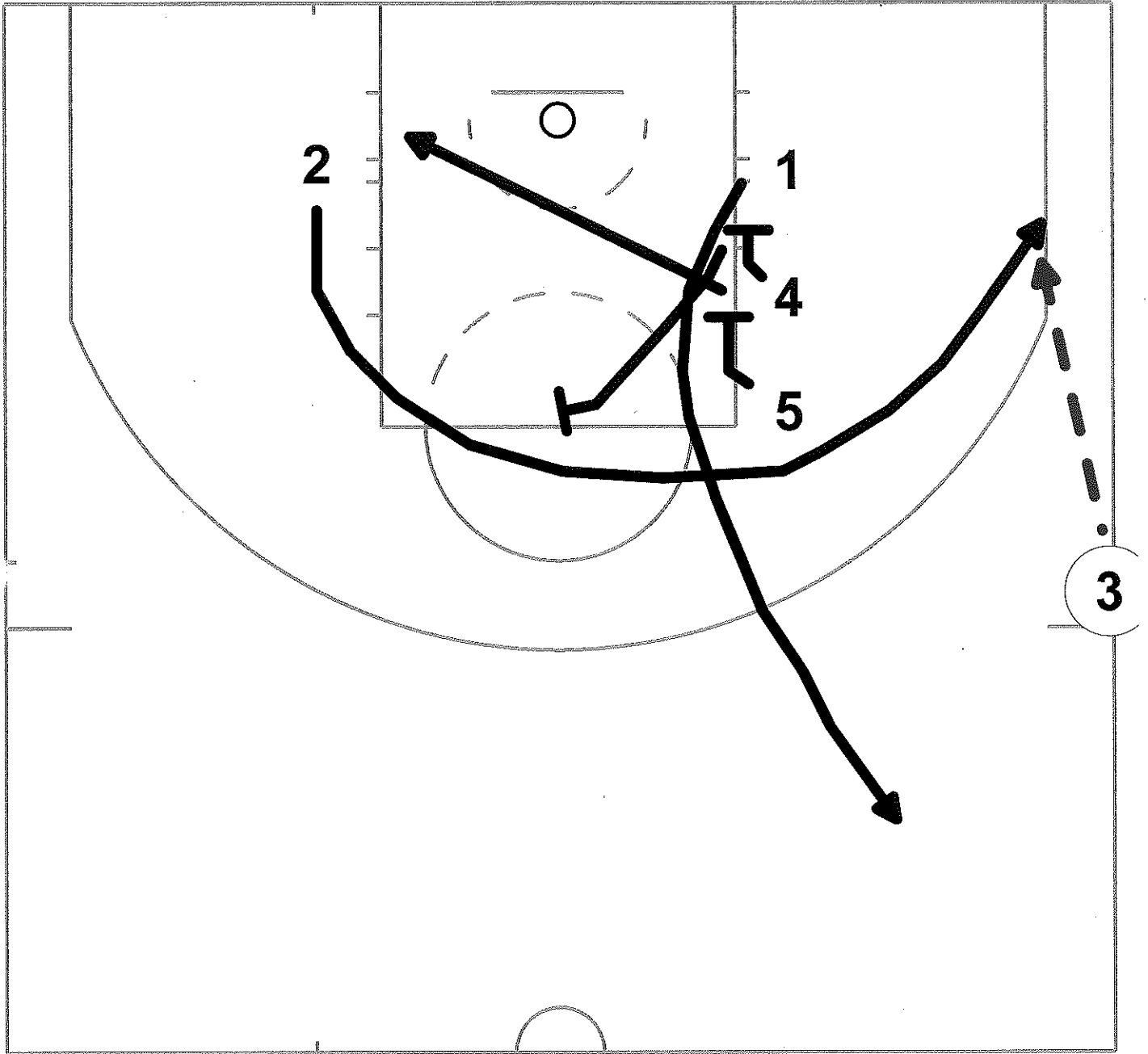
SHORT SECONDS PLAY

- 1 SETS A BACKSCREEN ON 3 WHO CONTINUES OFF 5 LOOKING TO CATCH.
- IF 3 DOES NOT CATCH, 5 PEELS TO THE CORNER.
- 3 SETS A BACKSCREEN FOR 4 WHO LOOKS FOR THE LOB.
- 4 POPS AND CATCHES.

- ON 1'S CATCH, 3 AND 4 GO TO THE CORNERS.
- 1 TRIES TO MAKE A PLAY.



25/35 COUNTER

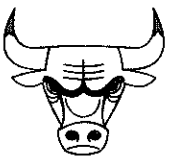


SHORT SECONDS PLAY

1 ZIPPERS OFF 4 AND 5.

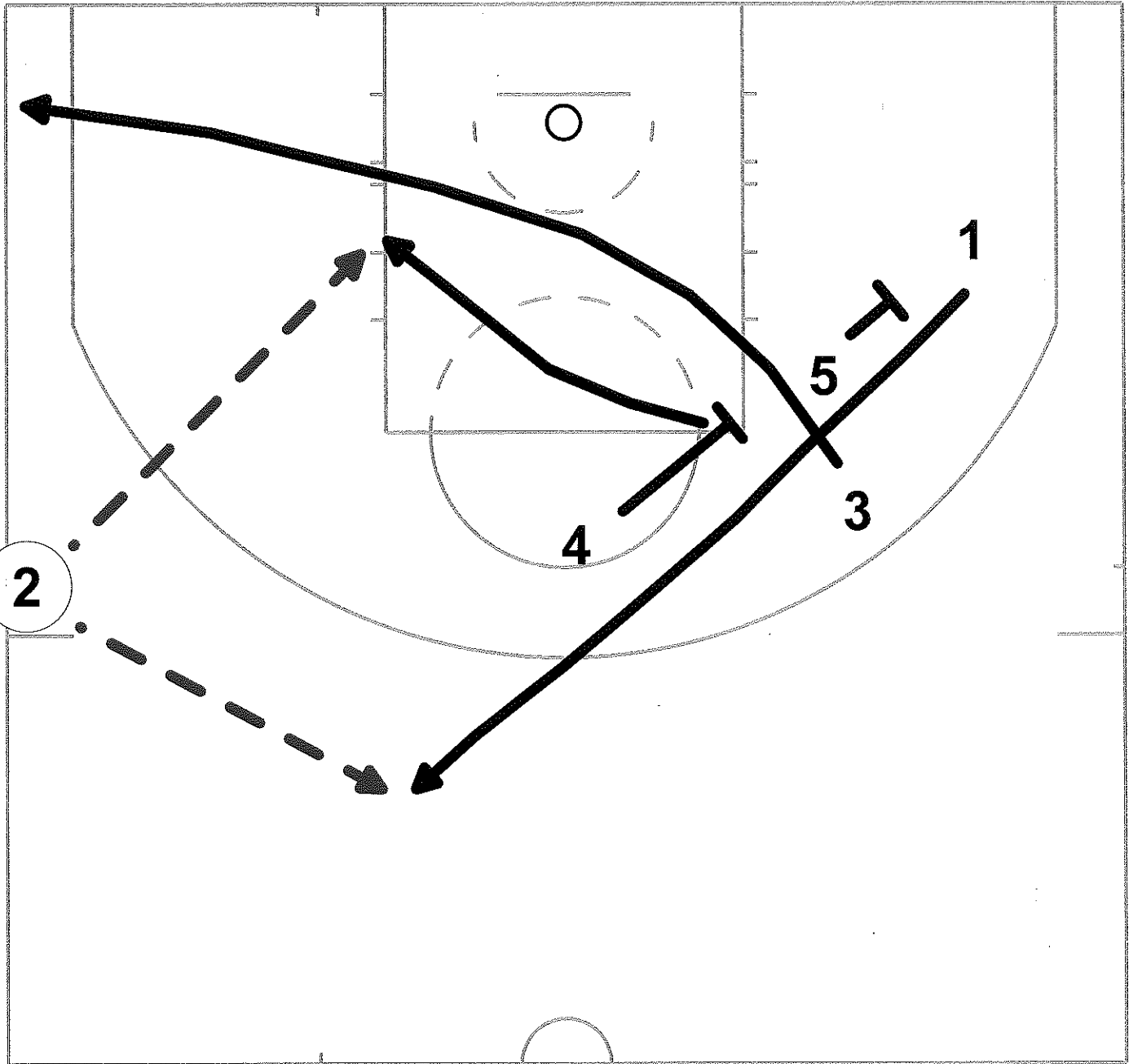
2 COMES OFF THE FLARE FROM 4.

5 CLEARS TO THE OPPOSITE BLOCK.

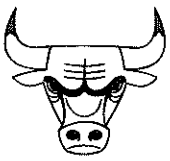


NO CALL

45



3 CLEARS TO THE STRONG SIDE CORNER.
1 COMES OFF THE STAGGER FROM 5 AND 4.
2 CAN LOOK FOR 1 COMING OFF THE STAGGER OR 4 SLIPPING IF HIS MAN
JUMPS OUT TO TAKE AWAY THE PASS TO 1.

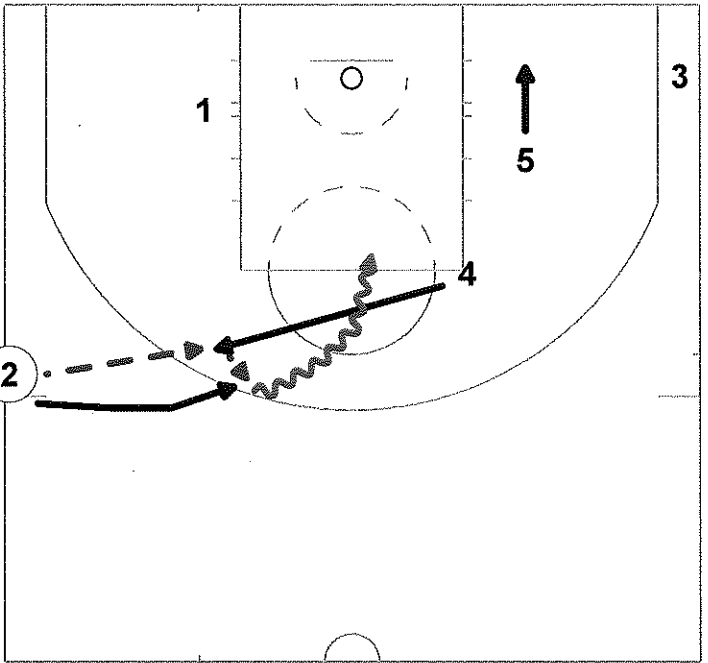
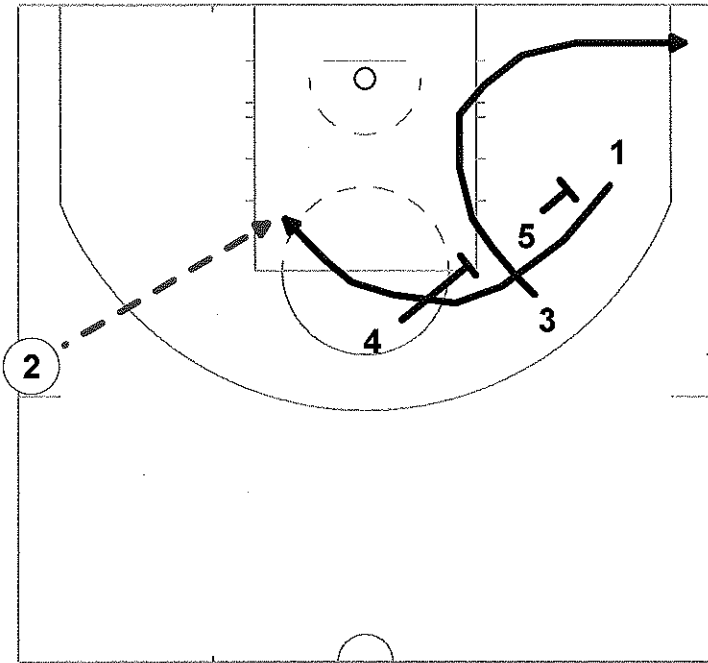


45C

"NO CALL -- COUNTER"

x "NO CALL -- COUNTER (cont'd)"

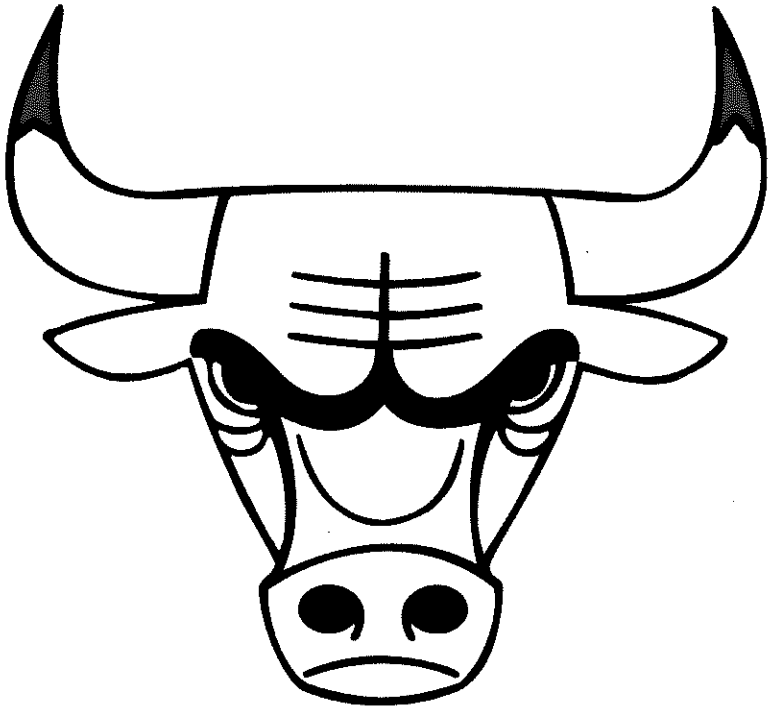
x

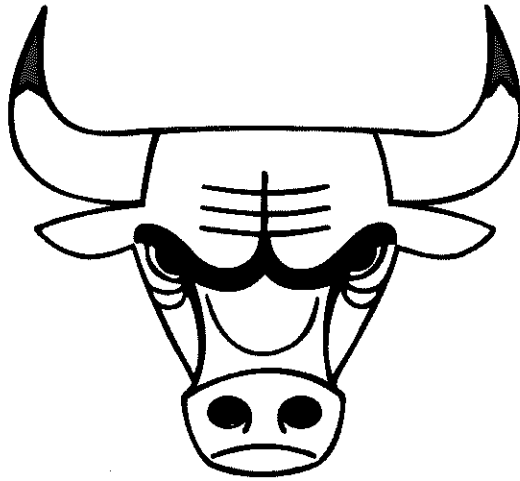


3 CIRCLES TO WEAKSIDE CORNER.
 1 COMES OFF THE STAGGER FROM 5 AND 4 AND CURLS INTO THE
 ANGLE LOOKING TO ATTACK.

IF 1 DOES NOT GET THE CURL, 4 POPS BACK AND CATCHES.
 4 LOOKS TO HANDOFF TO 2 WHO STEPS INBOUNDS.

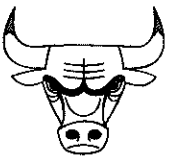
END OF GAME SOB OFFENSE



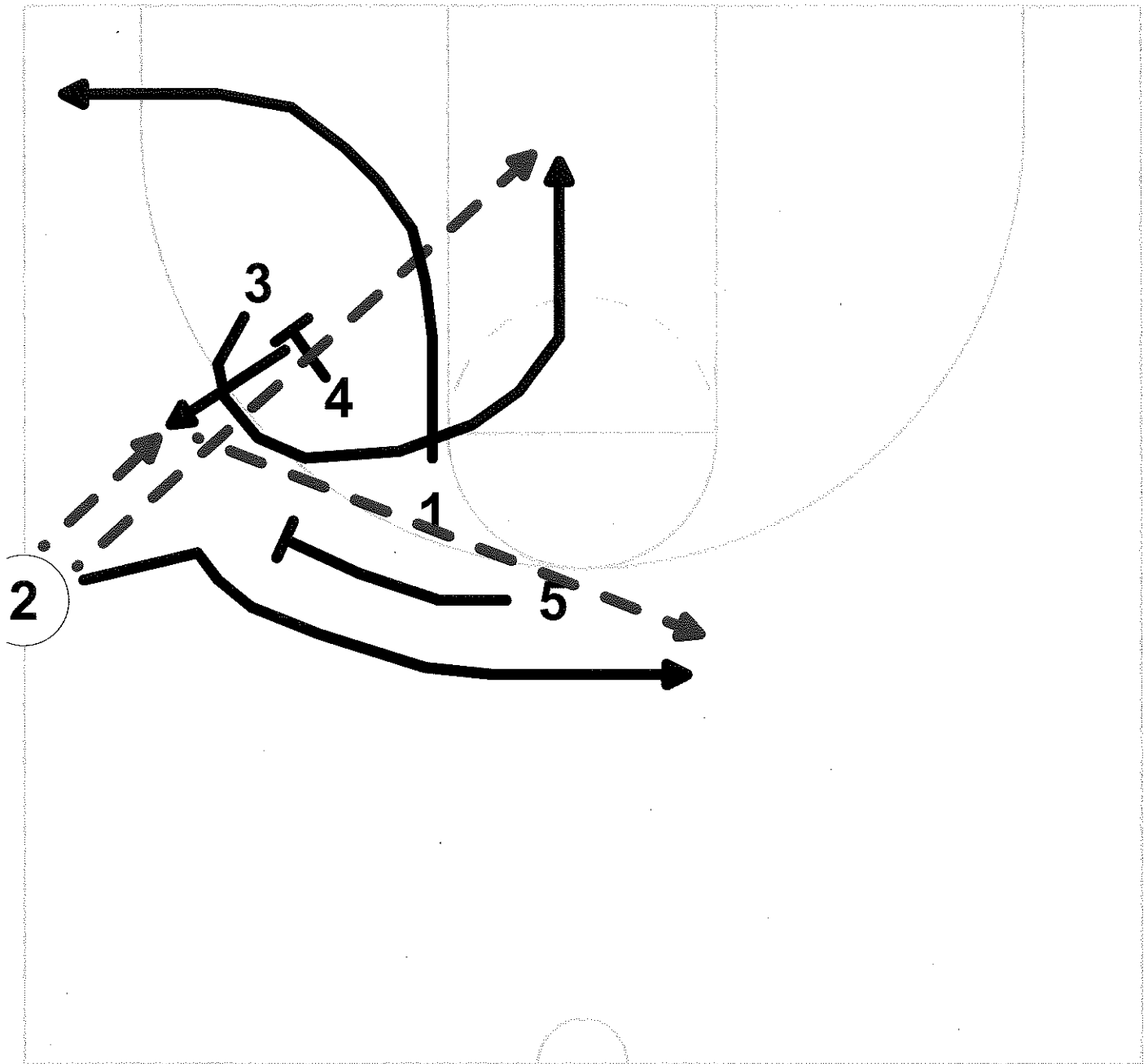


EOG SOB NEED 3

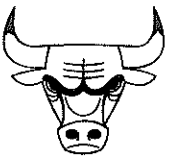
- 2 THUMB OUT
- 2 THUMB OUT COUNTER
- MINNESOTA
- ZIPPER CLEAR
- WEDGE PUNCH
- NO CALL NEED 3



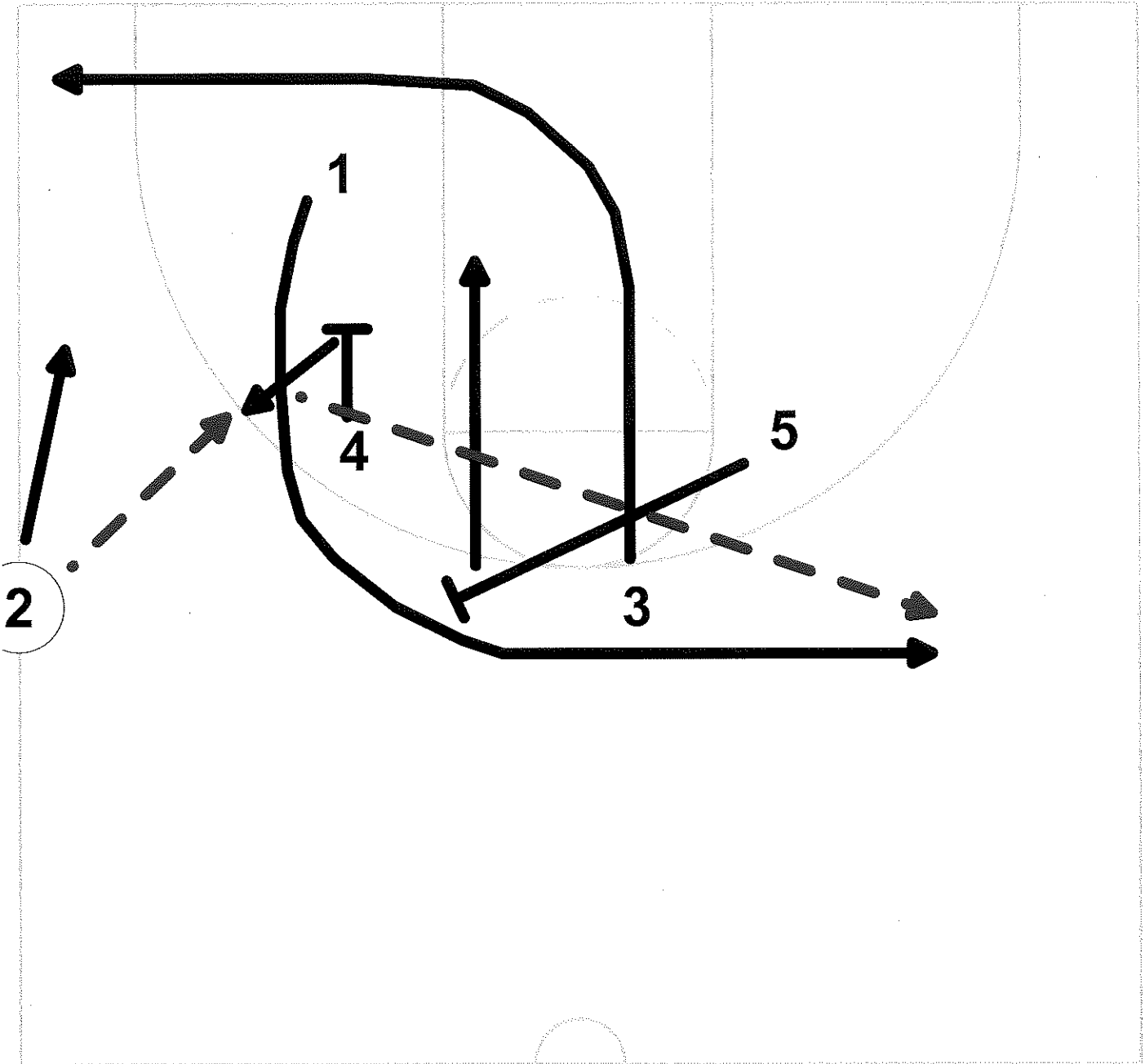
2/3 THUMB OUT



3 LOOPS OFF 4 LOOKING TO BUMP 4'S MAN.
1 CUTS HARD TO THE STRONG SIDE CORNER.
4 POPS OUT AND CATCHES THE INBOUNDS PASS.
5 SETS A TOP FLARE FOR 2.



2/3 THUMB OUT COUNTER



PERSONNEL MAY NOT EXACTLY MATCH POSITIONS.

1 ZIPPERS OFF 4.

3 CLEARS TO OPPOSITE CORNER.

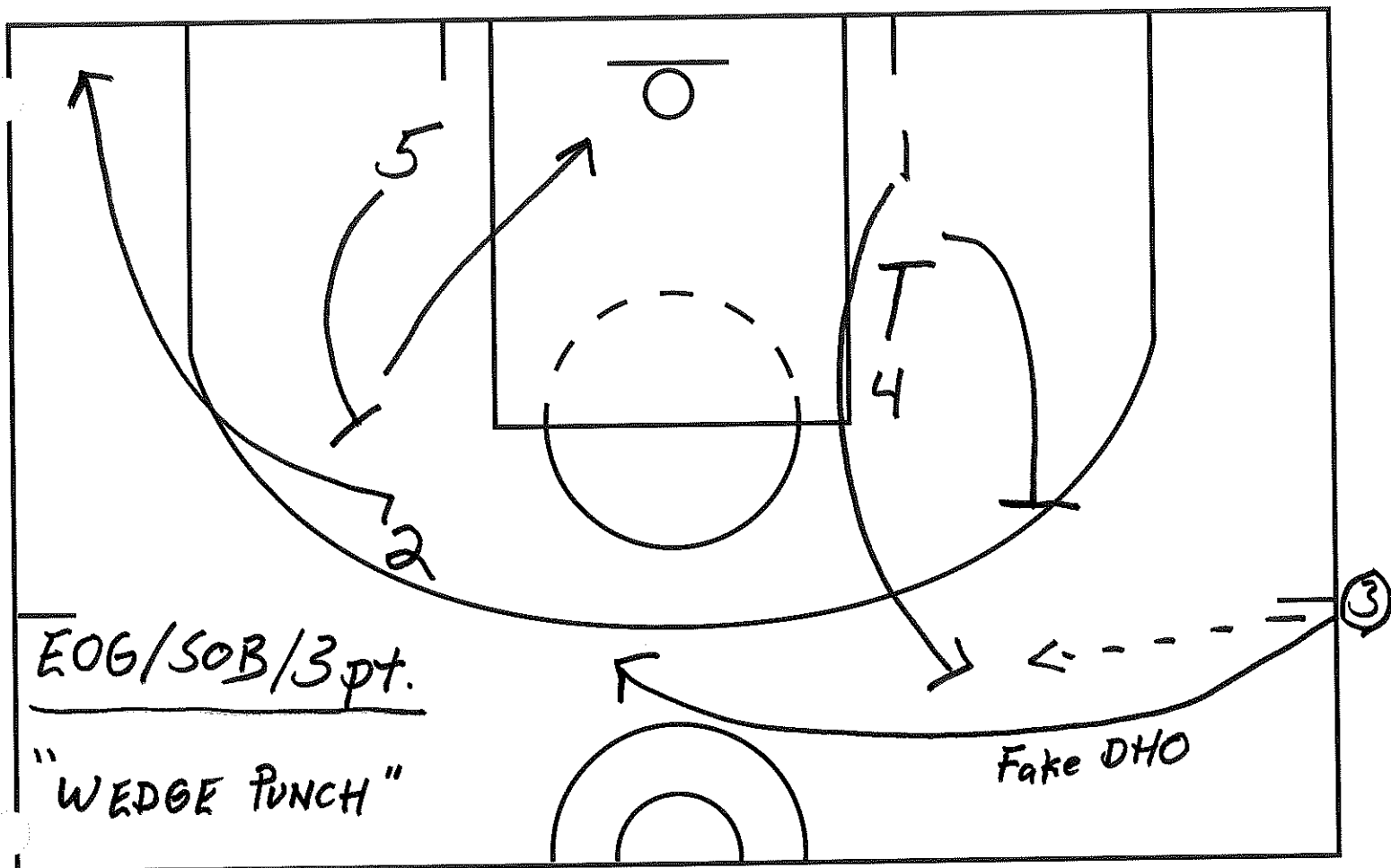
4 STEPS BACK TO BALL AND CATCHES PASS.

5 SETS A FLARE FOR 1 AND DIVES TO BASKET.

4 LOOKS TO 1.

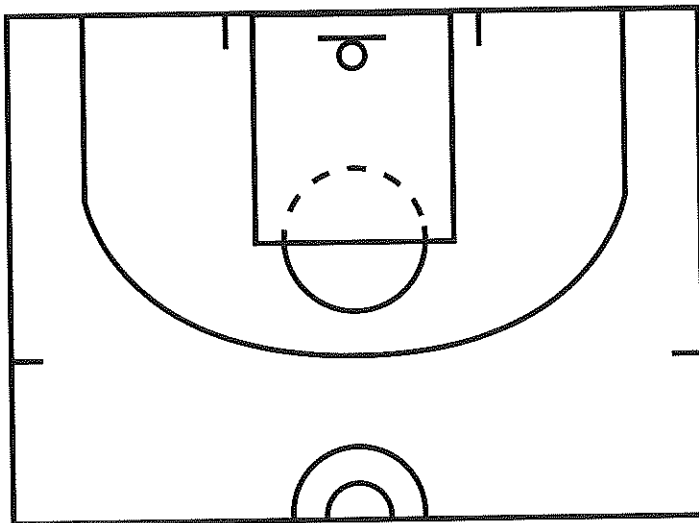
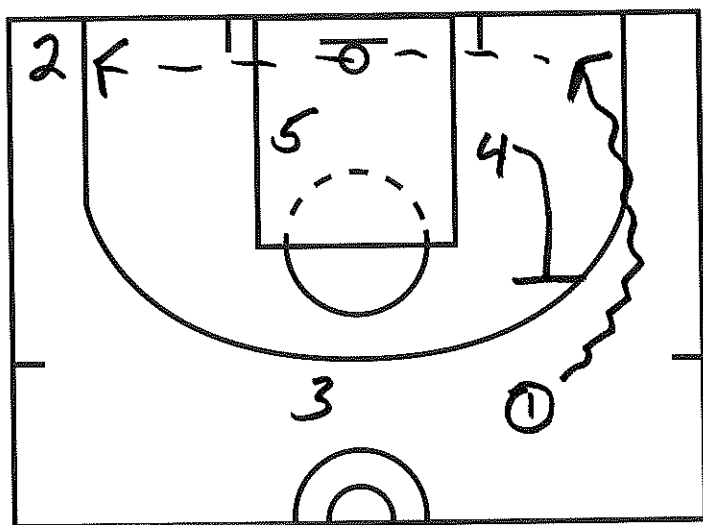


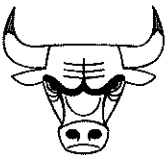
CHICAGO BULLS BASKETBALL



Fake 1-2 DHO

Hammer Action

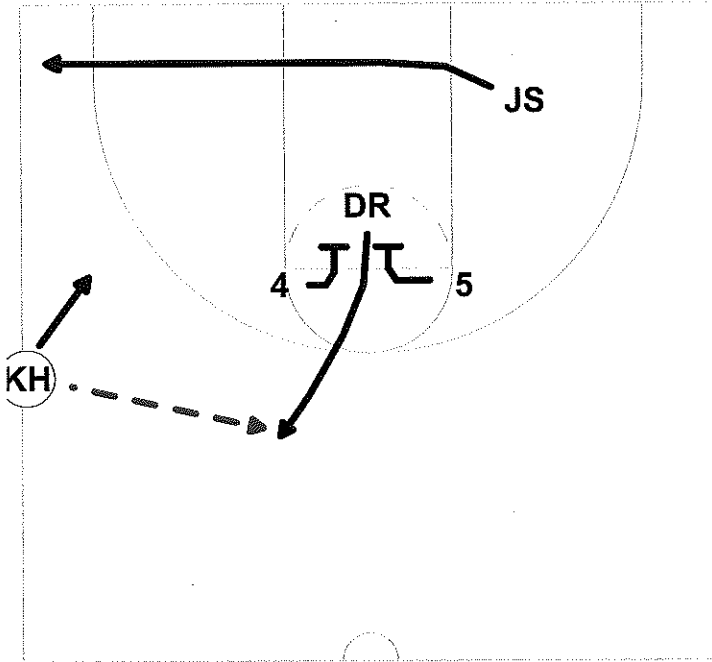




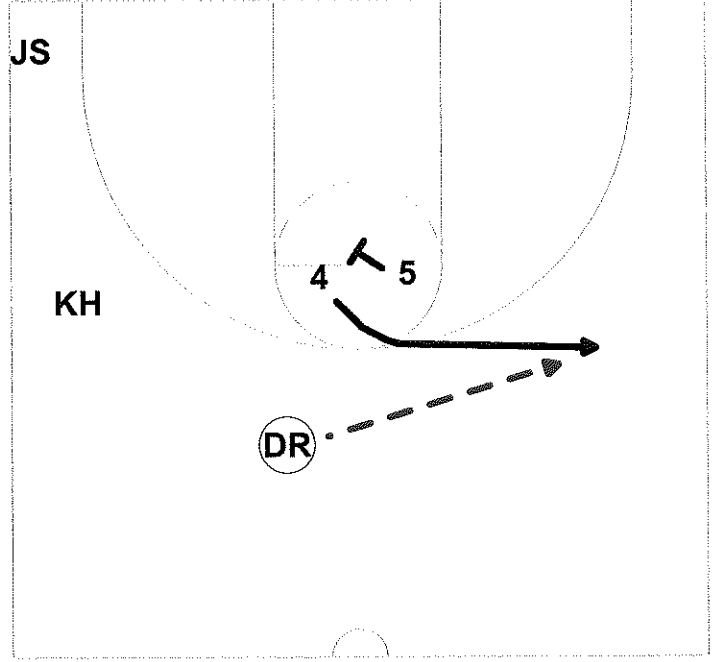
"MINNESOTA -- NEED "3""

x "MINNESOTA -- NEED "3" (cont'd)"

x



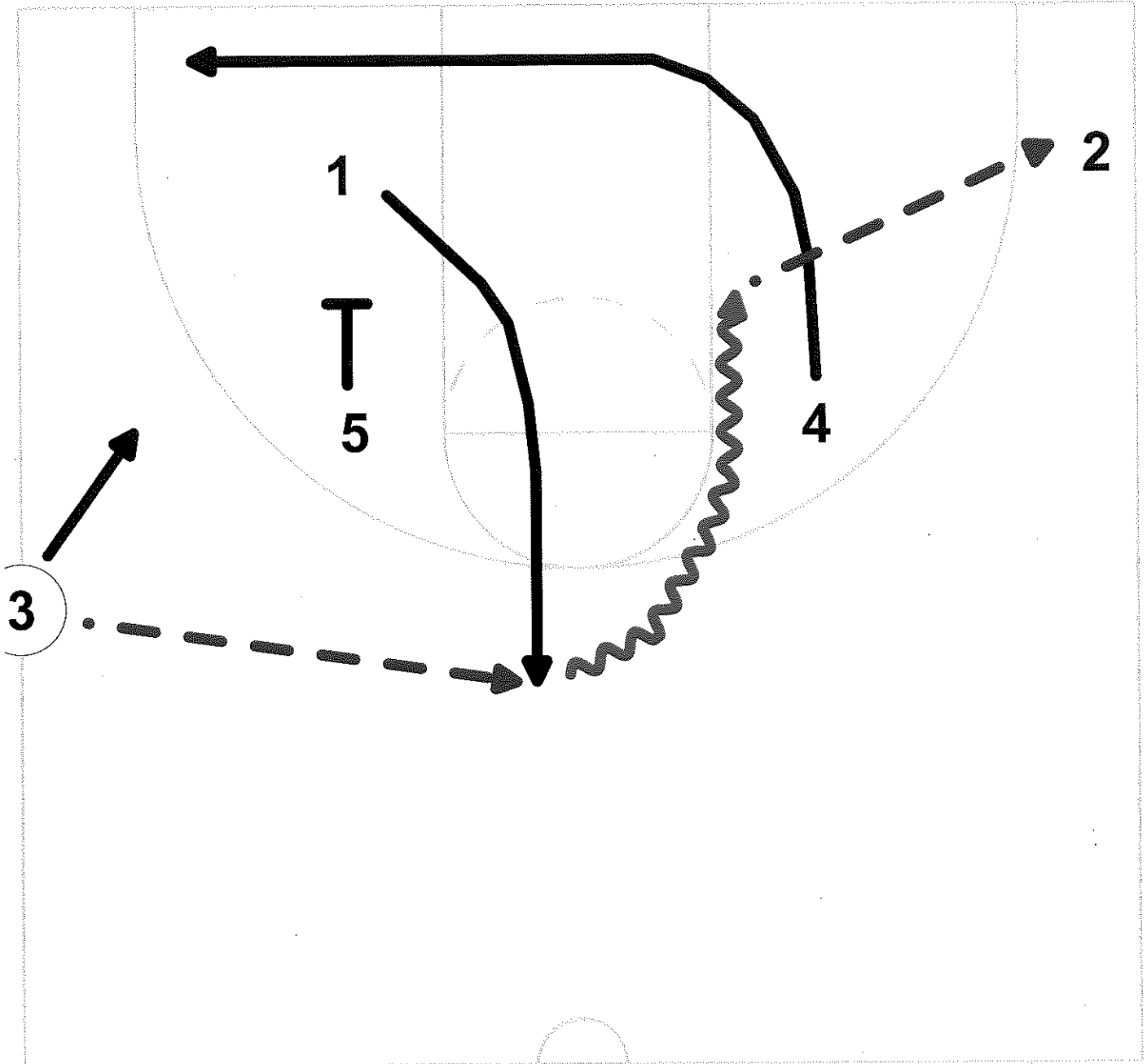
JOHN CLEARS TO THE BALLSIDE CORNER.
DERRICK SHOOTS BETWEEN THE DOUBLE SCREEN FROM 4 & 5
AND CATCHES.
KIRK STEPS IN-BOUNDS AS AN OPTION.



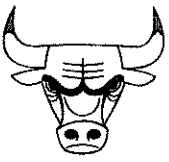
4 THEN COMES OFF THE FLARE FROM 5 LOOKING TO SHOOT.



ZIPPER CLEAR

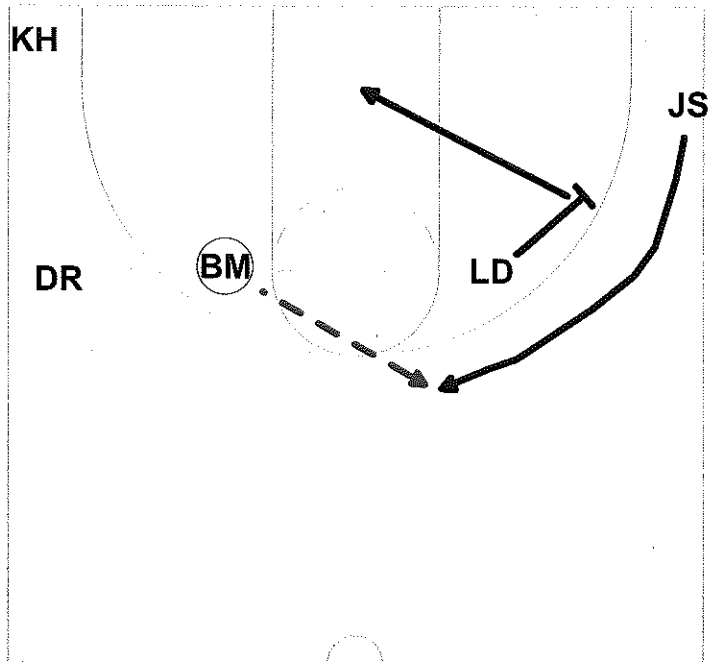
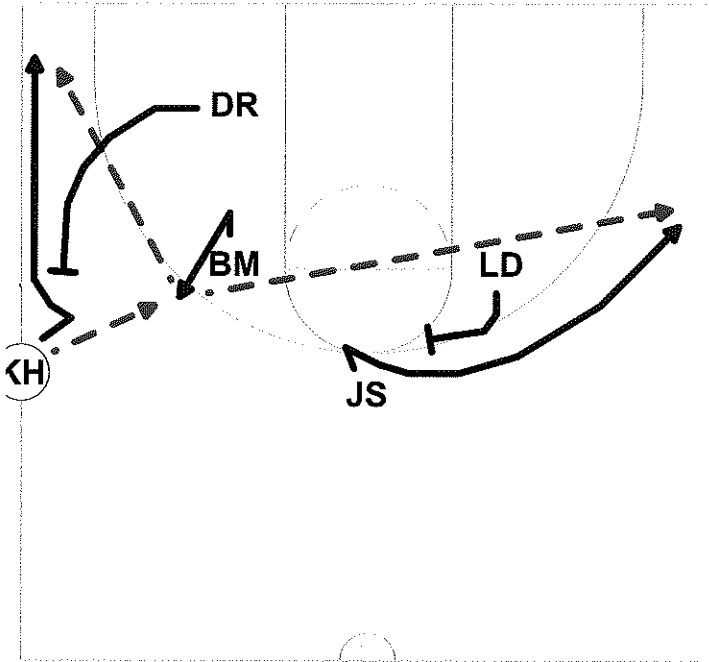


- 1 ZIPPERS TO THE TOP AND CATCHES THE INBOUNDS PASS.
- 4 CLEARS TO THE WEAKSIDE SHORT CORNER.
- 1 LOOKS TO TURN THE CORNER.
- 2 STAYS STRONG SIDE CORNER.



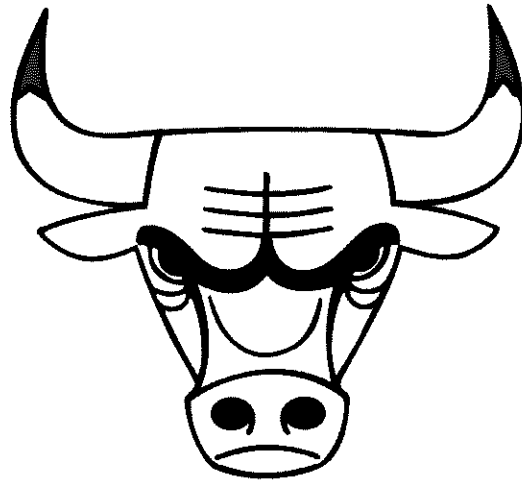
"NO CALL -- NEED '3'"

x "NO CALL -- NEED '3" (cont'd)" x



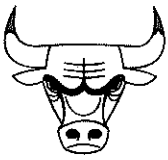
BRAD GETS OPEN AT THE ELBOW AND CATCHES.
LUOL SETS A FLARE FOR JOHN.
DERRICK SETS A BACKSCREEN FOR KIRK.

RE-SCREEN OPTION.



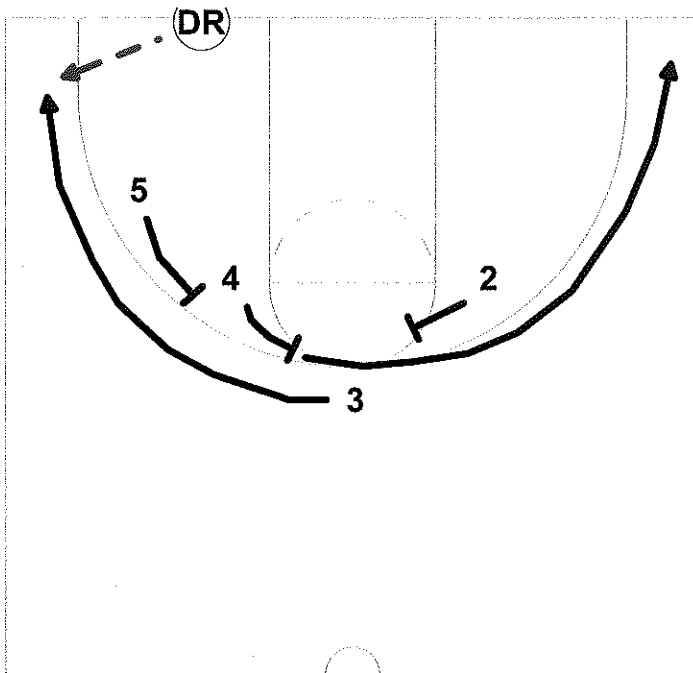
EOG BOB NEED 3

- HIGH PICK
- 52 GUT
- NO CALL NEED 3

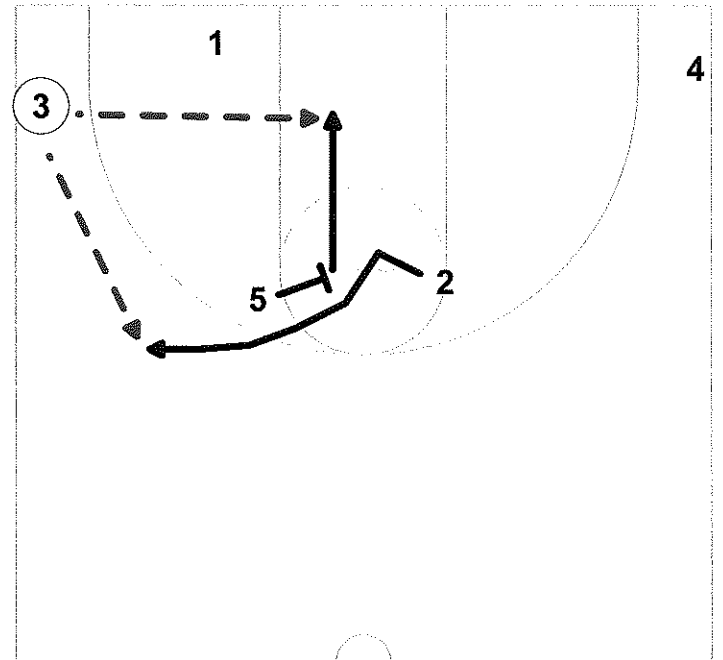


"HIGH PICK NEED 3"

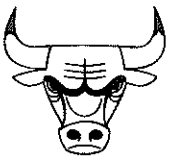
x "HIGH PICK NEED 3 (cont'd)" x



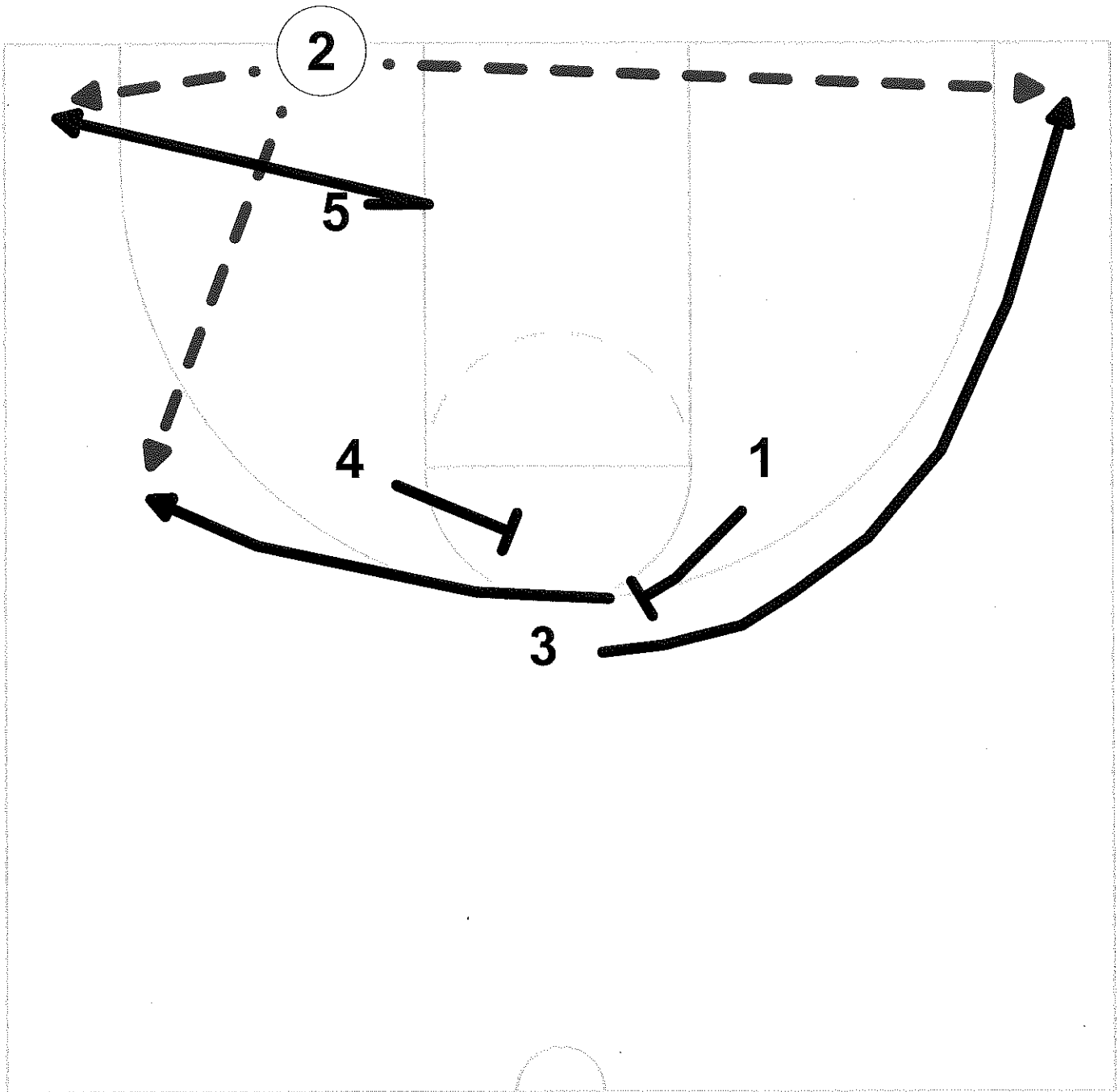
3 COMES OFF 4 AND 5.
3 CATCHES.
4 COMES OFF 2.



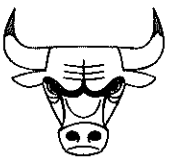
5 FLARES FOR 2
5 LOOKS FOR THE SLIP.



52 GUT -- NEED "3"



1 SETS THE FLARE FOR 3.
1 THEN COMES OFF 4.
5 SETS HIS MAN UP AND POPS TO THE "3" LINE.

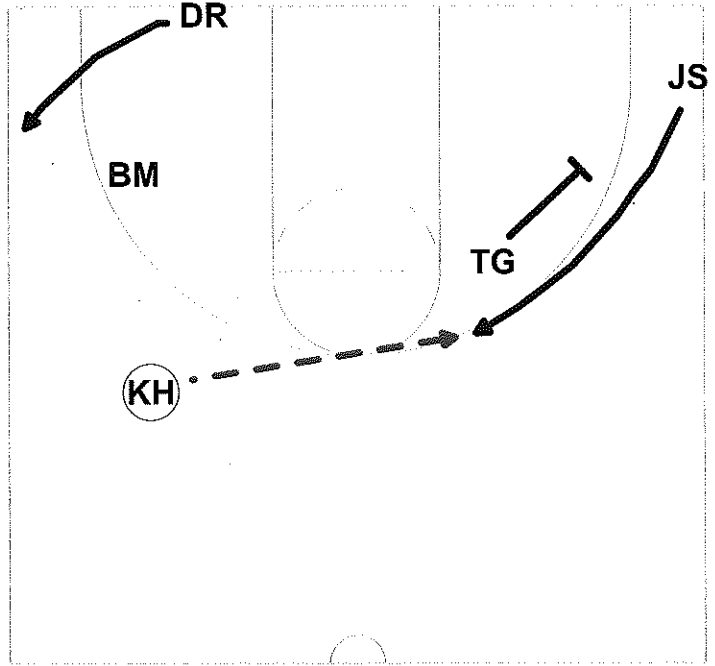
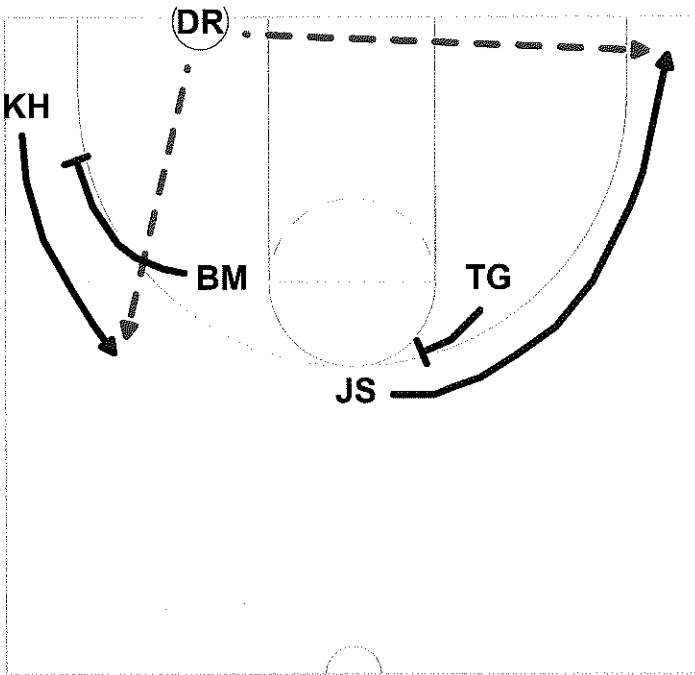


"BOB -- NEED "3""

x

"BOB -- NEED "3" (cont'd)"

x

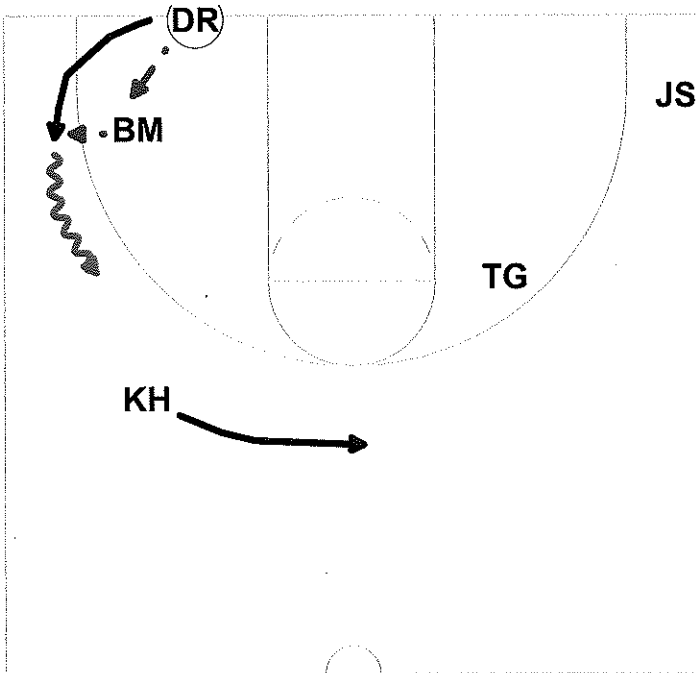


BRAD SETS A FLARE ON KIRK.
TAJ SETS A FLARE FOR JOHN.
EACH COME OFF LOOKING FOR THE PASS.

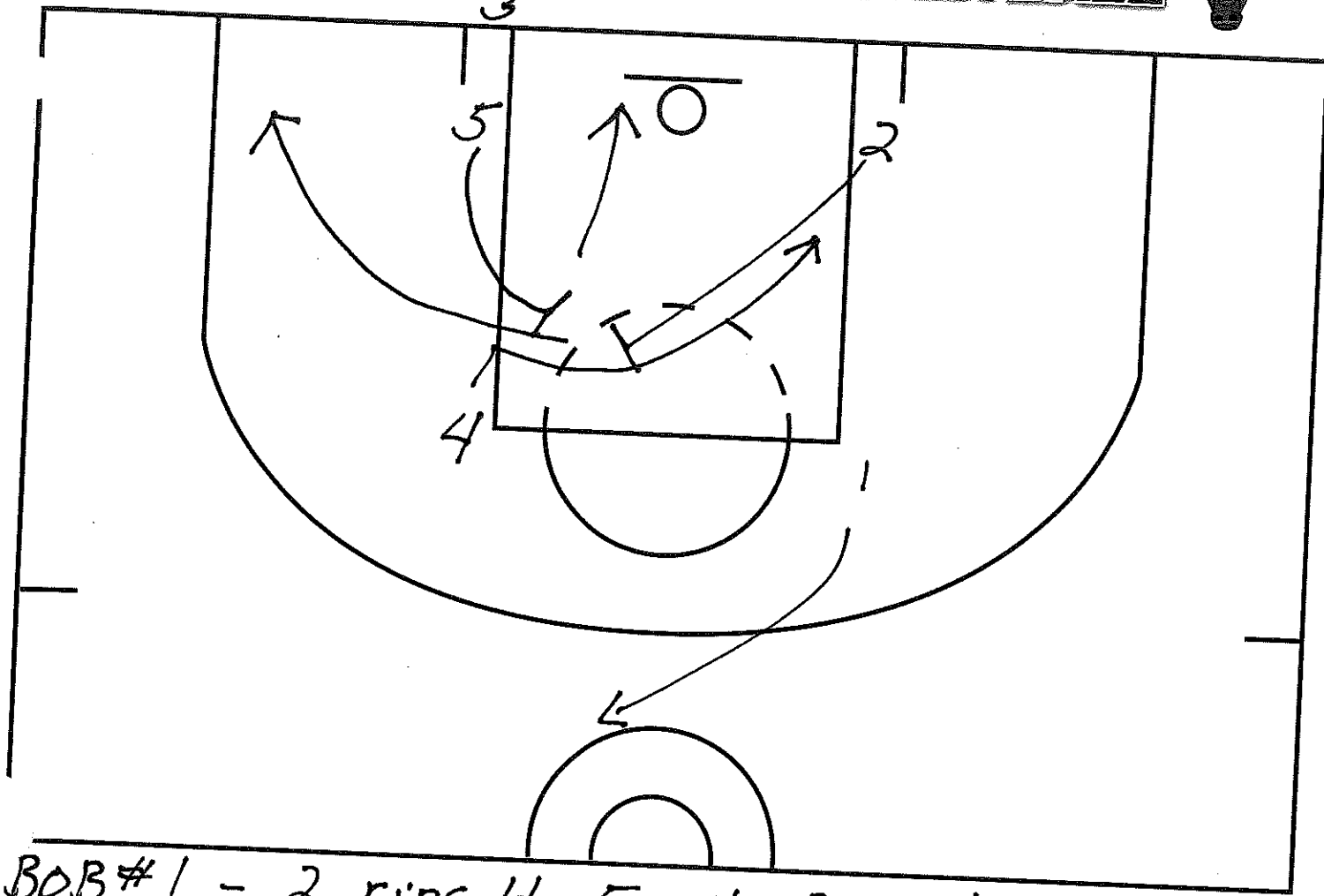
IF KIRK CATCHES AND DOES NOT HAVE THE SHOT, TAJ SETS A RE-SCREEN FOR JOHN.
DERRICK CLEARS TO "3" LINE.

"BOB -- NEED "3" (cont'd)"

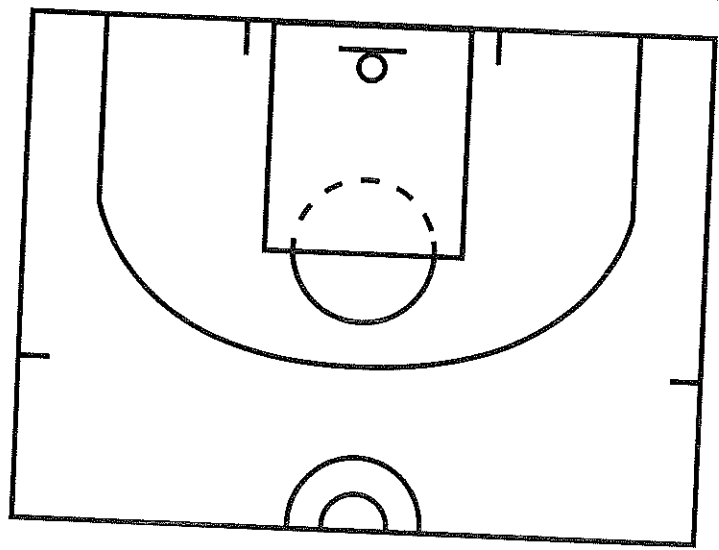
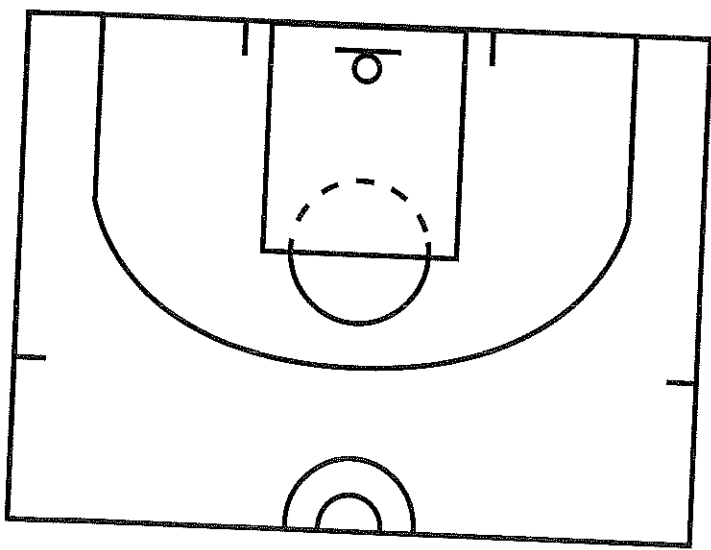
x



IF NEITHER FLARE IS OPEN, BRAD COMES BACK TO THE BALL AND CATCHES.
DERRICK GETS THE HANDOFF FROM BRAD AND LOOKS TO ATTACK AND MAKE A PLAY.

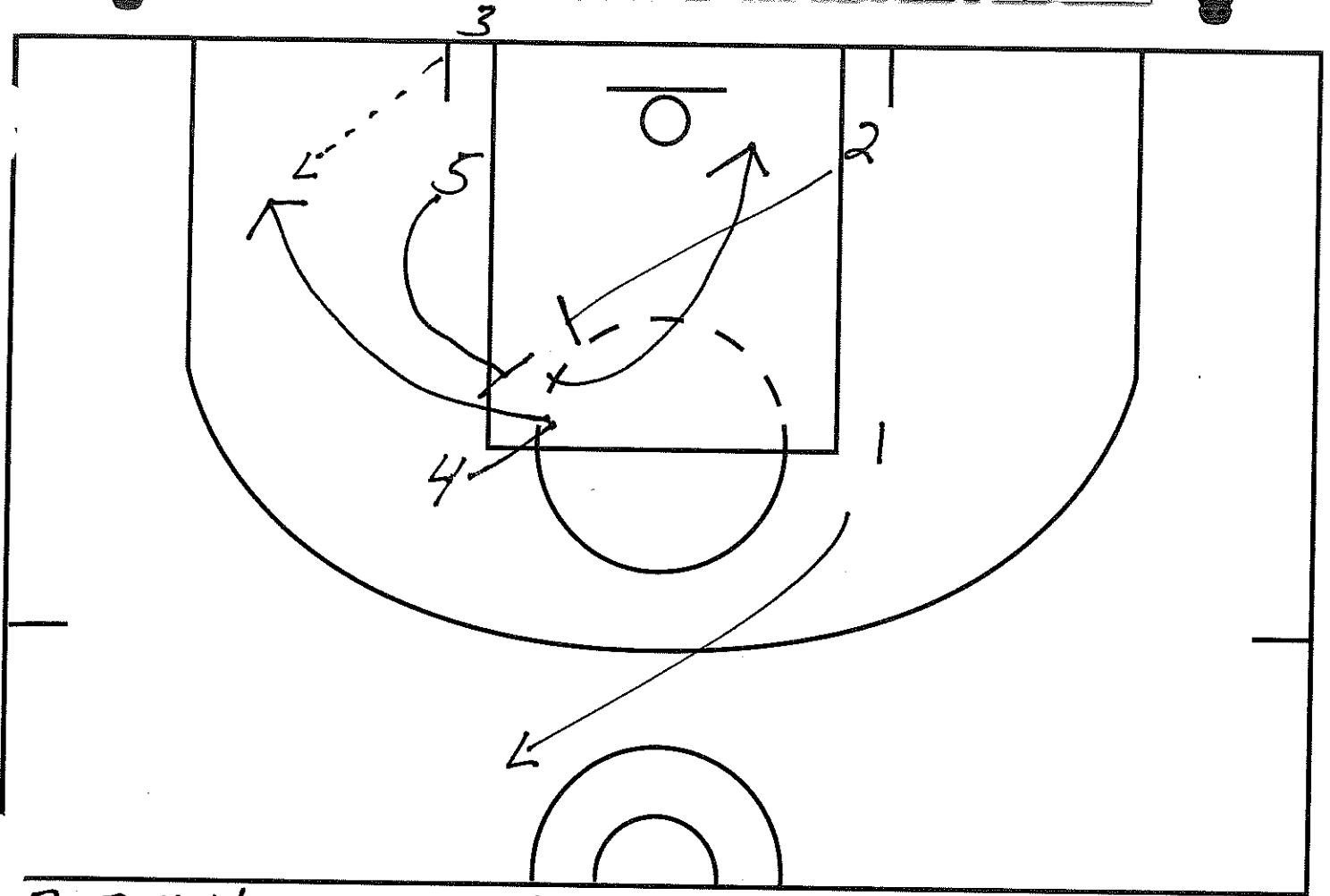


BOB #1 - 2 rips 4, 5 gets 2. 1 back

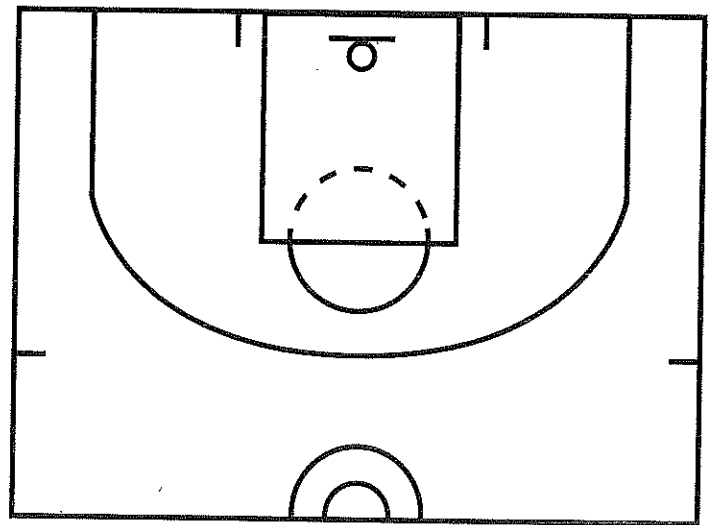
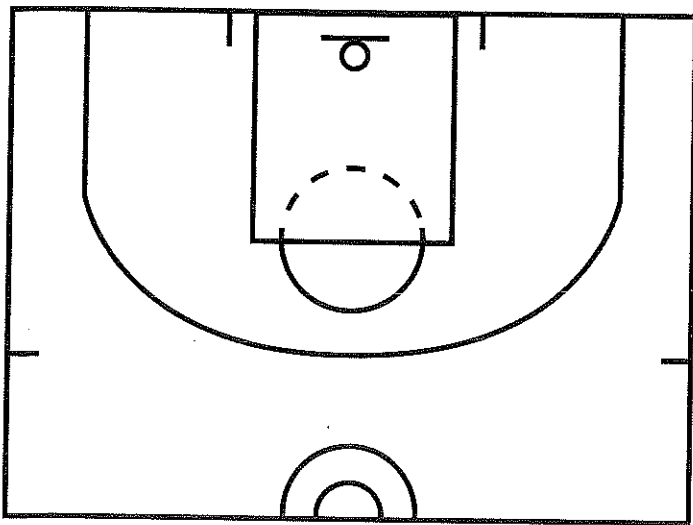


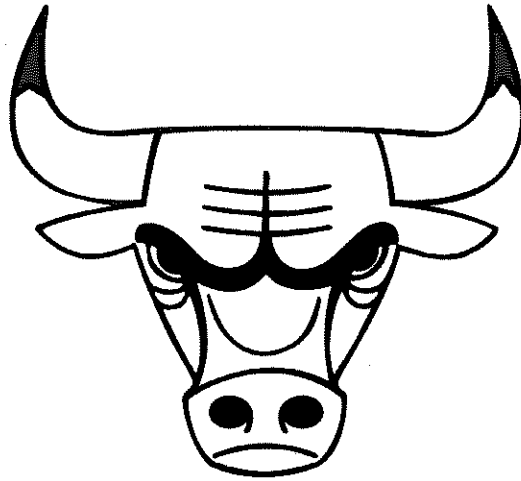


CHICAGO BULLS BASKETBALL



BOB # 4 - short clock. 4 comes off 5. 2 rips 5



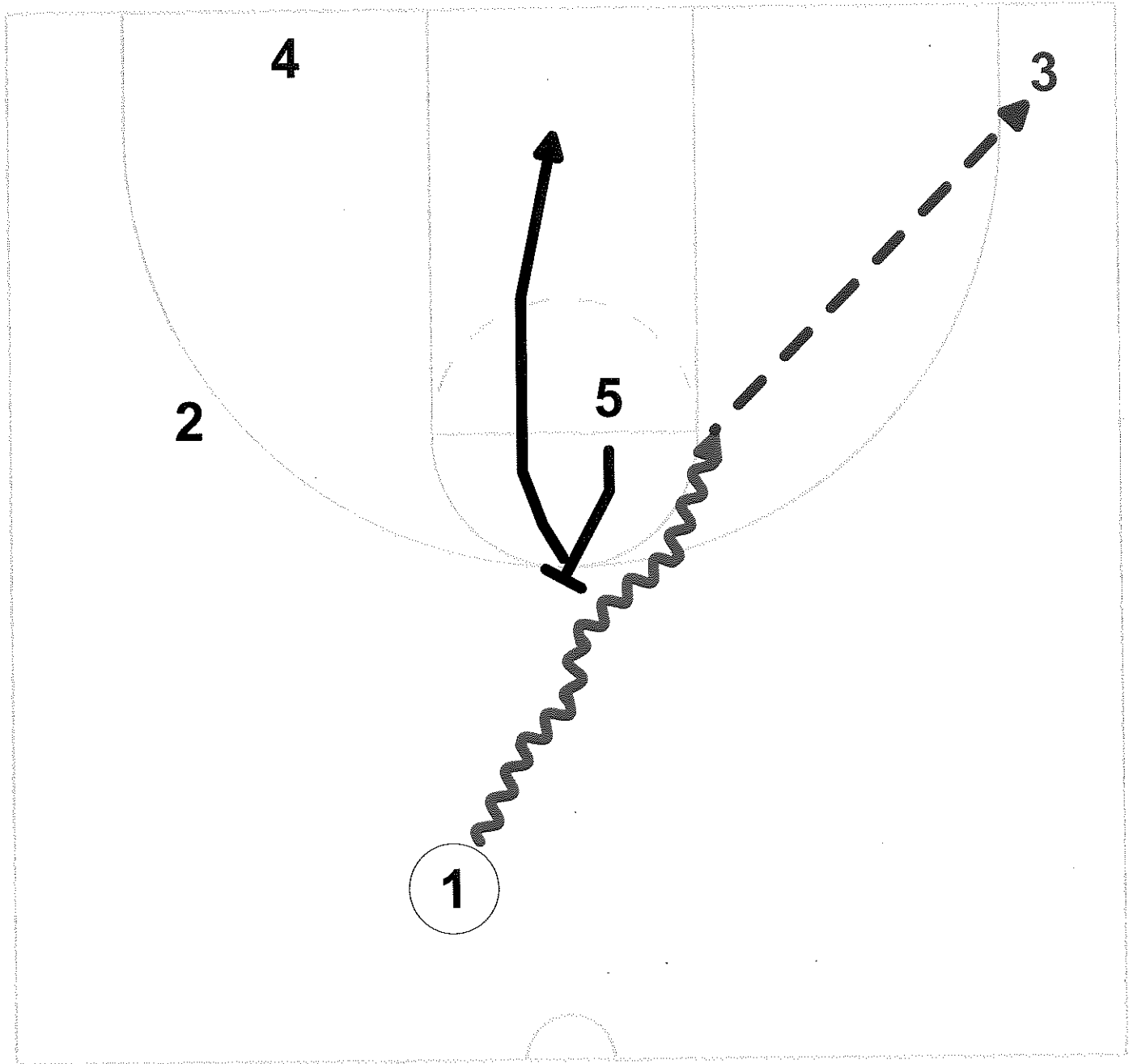


EOG SETS NEED 3

- HORNS UP 15 HOLD 2
- WEDGE THUMB OUT
- WEDGE PUNCH
- HORNS OUT 14 CORNER FILLED

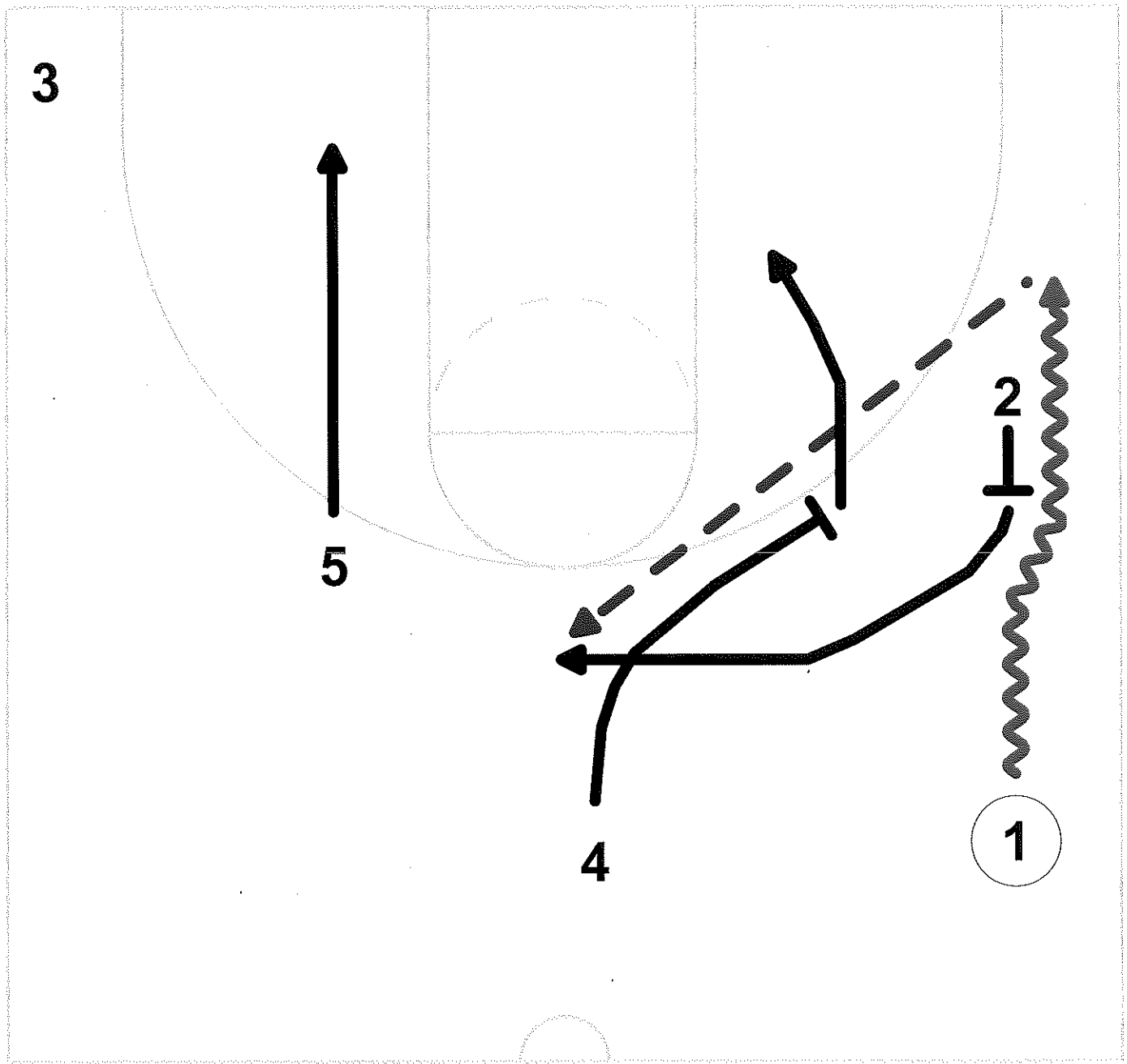


HORNS UP 15 HOLD 2





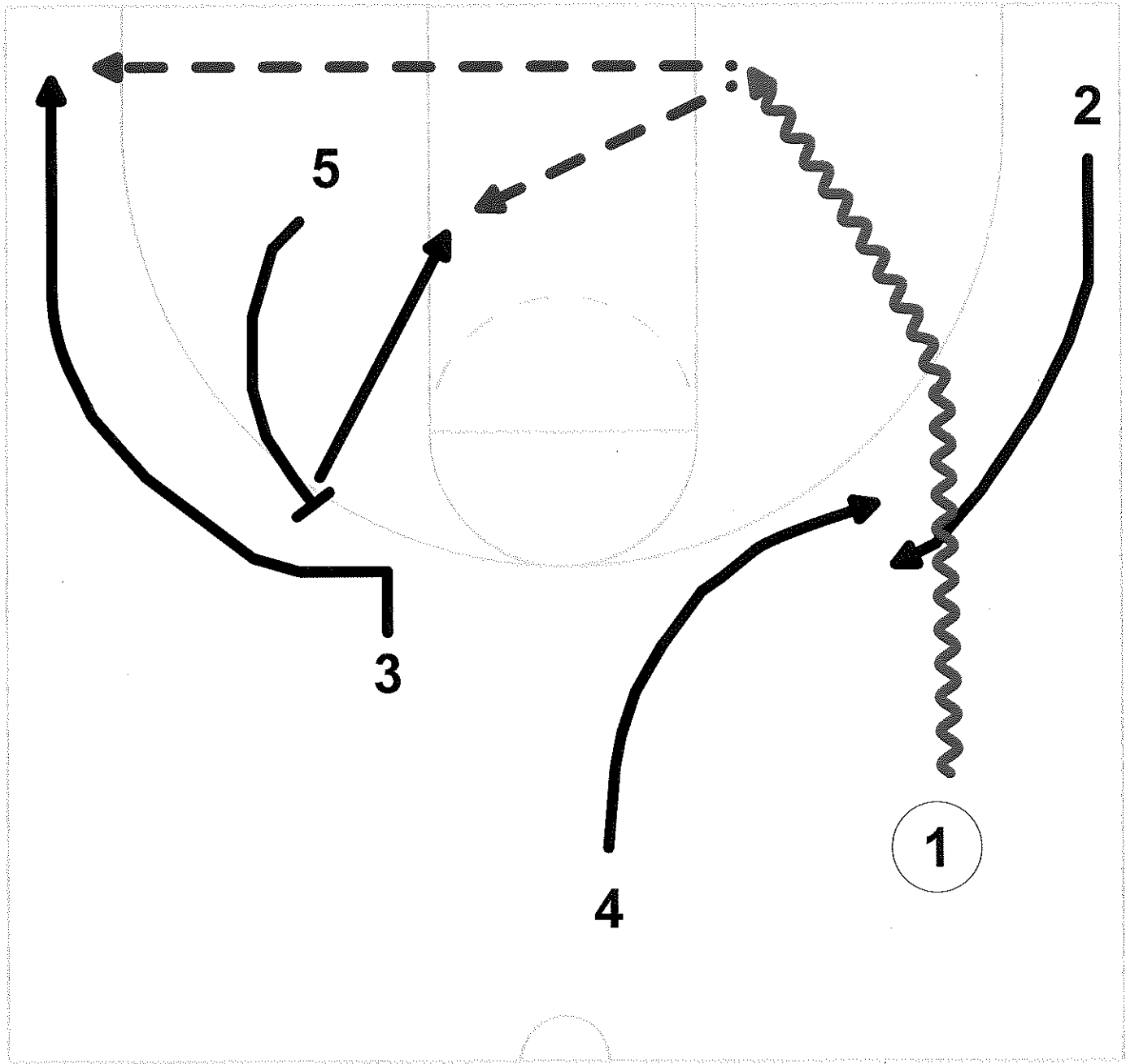
WEDGE THUMB OUT



1-2 STEP-UP SIDE P&R
4 SETS A FLARE FOR 2 AND SLIPS TO BASKET.
5 DIVES TO BLOCK AREA.
3 HOLDS IN CORNER.



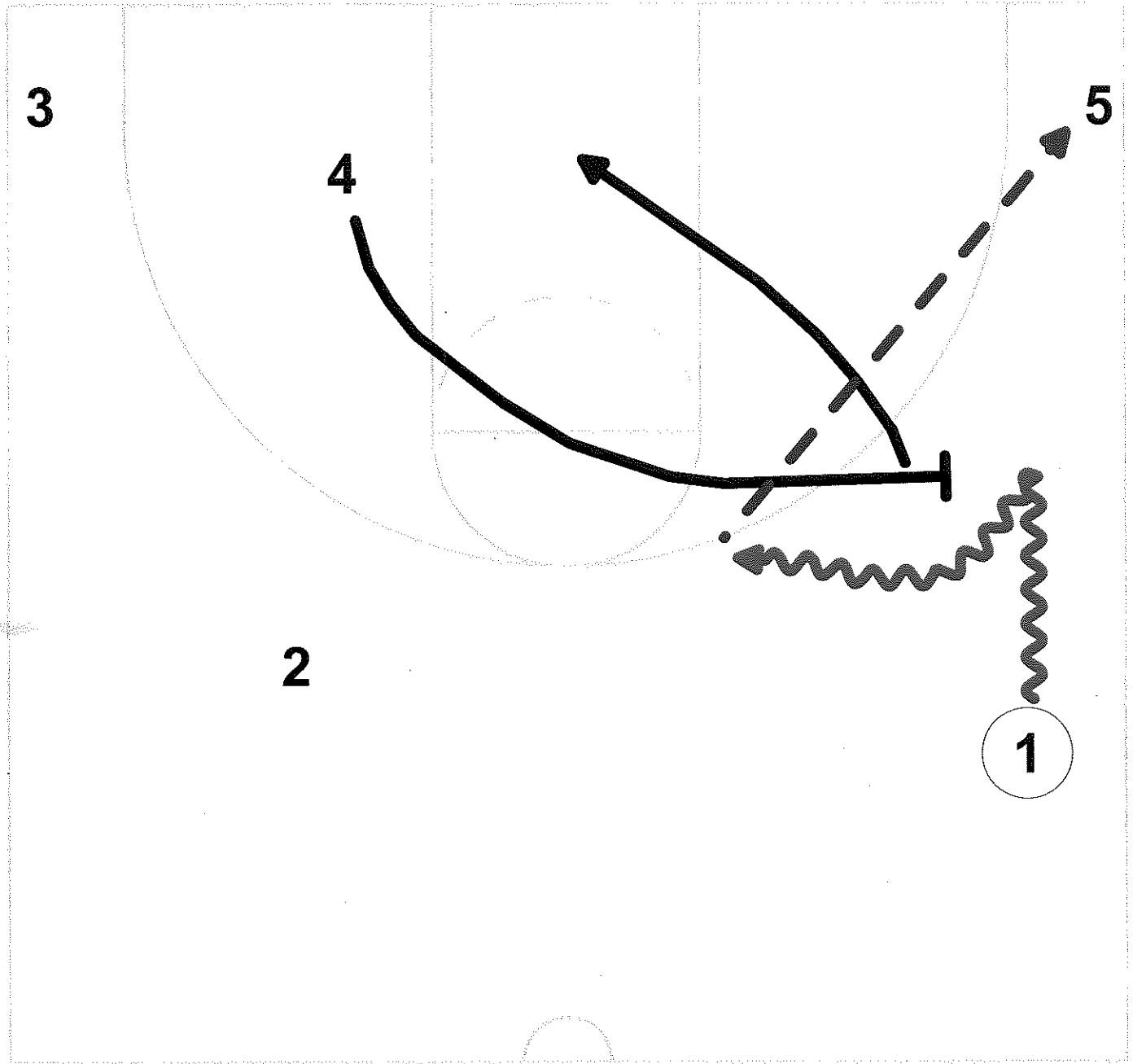
WEDGE PUNCH



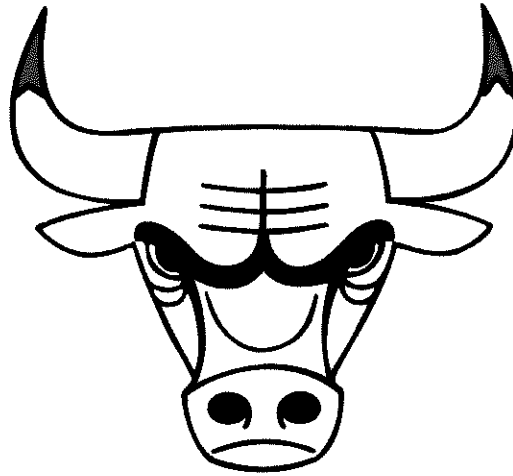
FAKE 1-2 DHO.
HAMMER ACTION.



HORNS OUT 14 (CORNER FILLED)

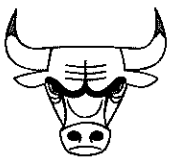


1-4 SIDE P&R.
4 DIVES HARD TO DRAW THE DEFENSE.
5 IN THE CORNER.
2 LIFTED.

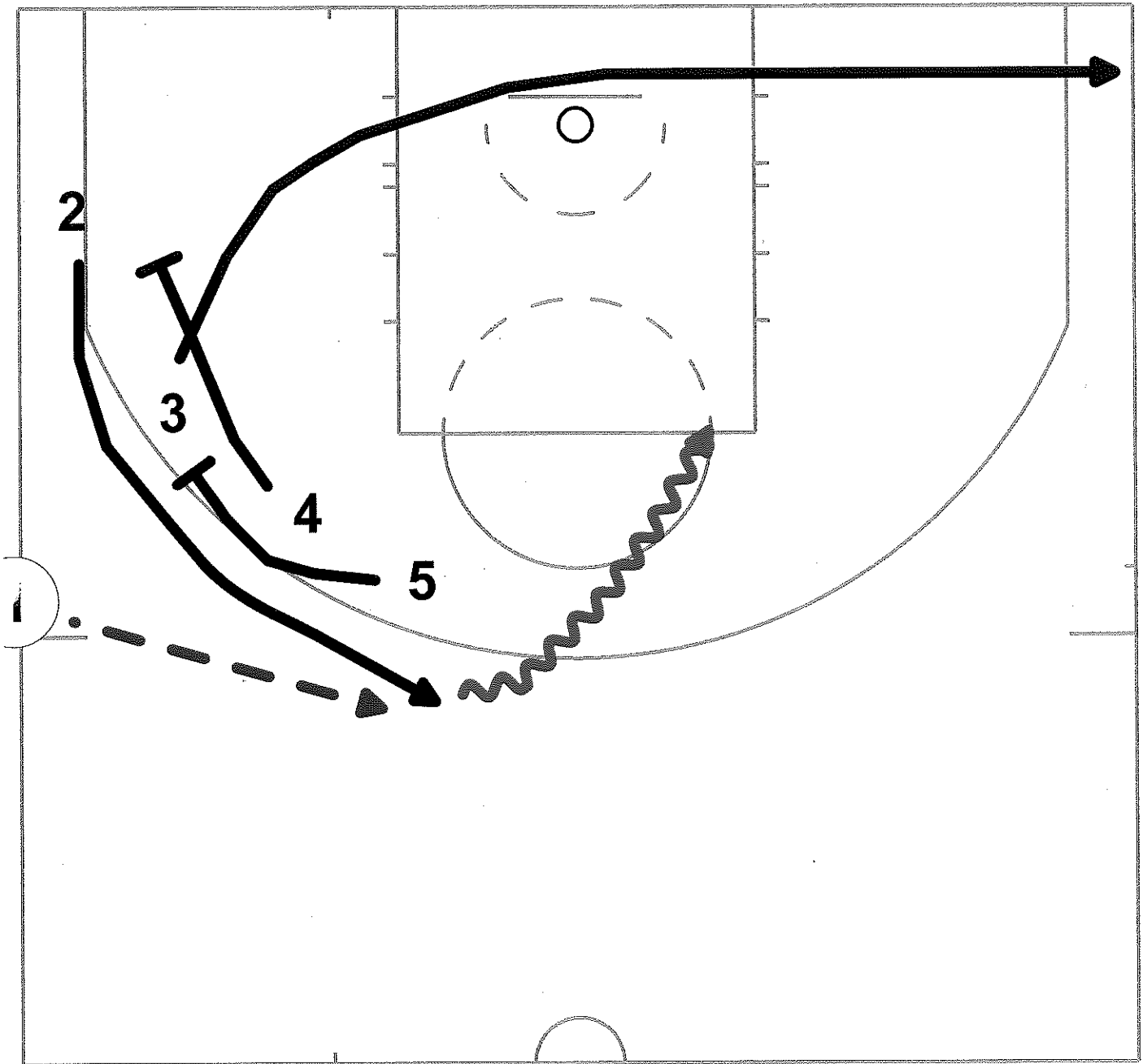


END OF GAME OFFENSE

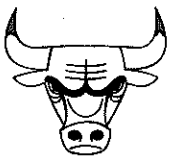
- 1/2/3
- 1/2/3 COUNTER
- 1/2/3 TWIST
- 2/3 THUMB OUT
- 2/3 THUMB OUT COUNTER
- 15/25
- NEW JERSEY
- ZIPPER PUNCH
- ZIPPER PUNCH COUNTER
- DALLAS
- ZIPPER CLEAR
- PHILLY SPECIAL
- ZIPPER HORNS UP COUNTER
- LINE 2/3
- OPEN 2/3/4/5



1/2/3



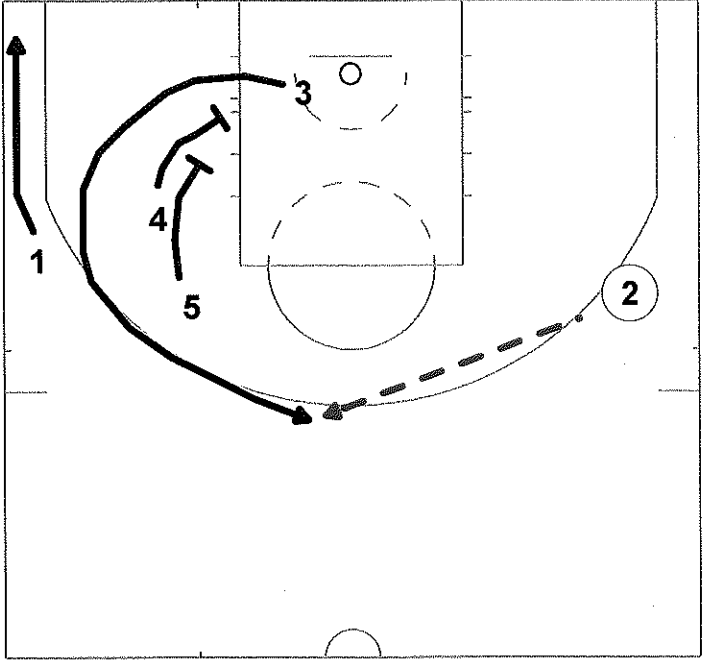
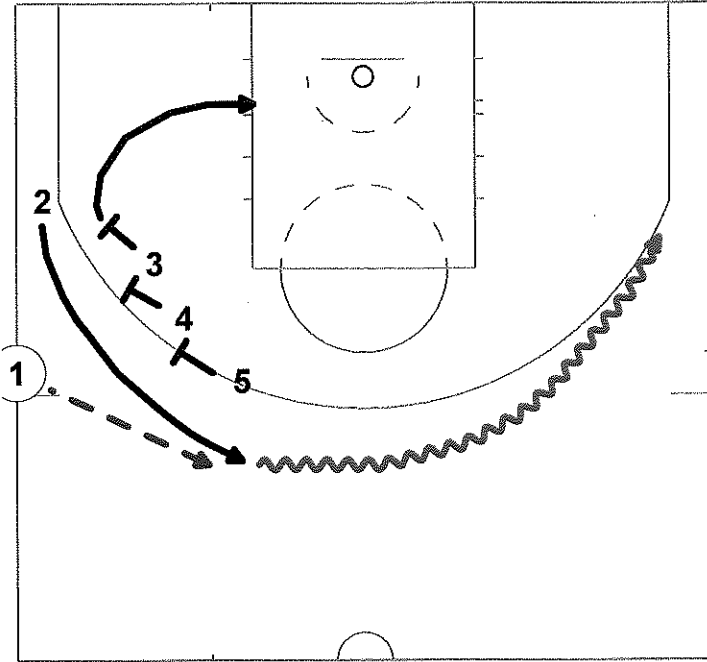
3 CLEARS TO THE OPPOSITE CORNER.
2 COMES OFF THE STAGGER FROM 4 AND 5.
1 HITS 2 WHO LOOKS TO ATTACK THE CLEARED OUT SIDE.



"1/2/3 COUNTER"

x "1/2/3 COUNTER (cont'd)"

x

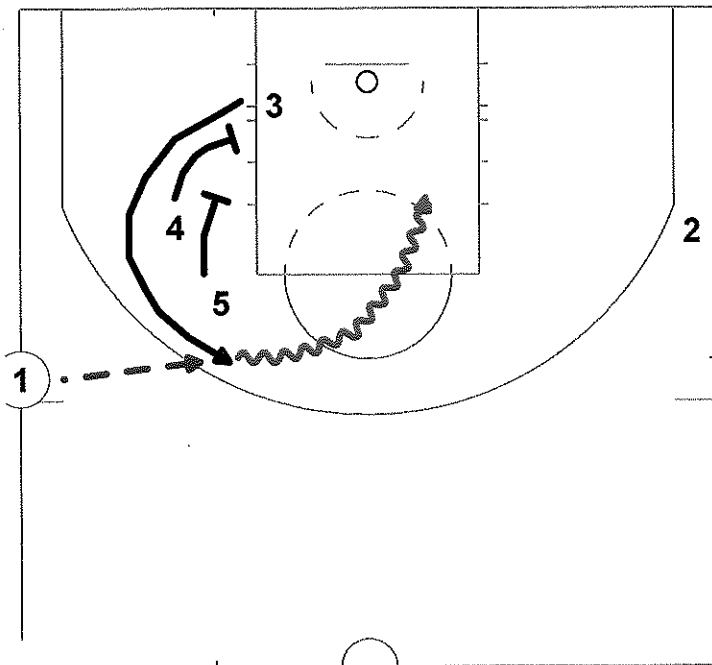


2 COMES OFF TRIPLE STAGGER FROM 3, 4, AND 5 AND CATCHES. 2 DRIBBLES TO OTHER SIDE OF THE FLOOR.

1 GOES TO THE CORNER. 3 COMES OFF A STAGGER FROM 4 AND 5.

"1/2/3 COUNTER (cont'd)"

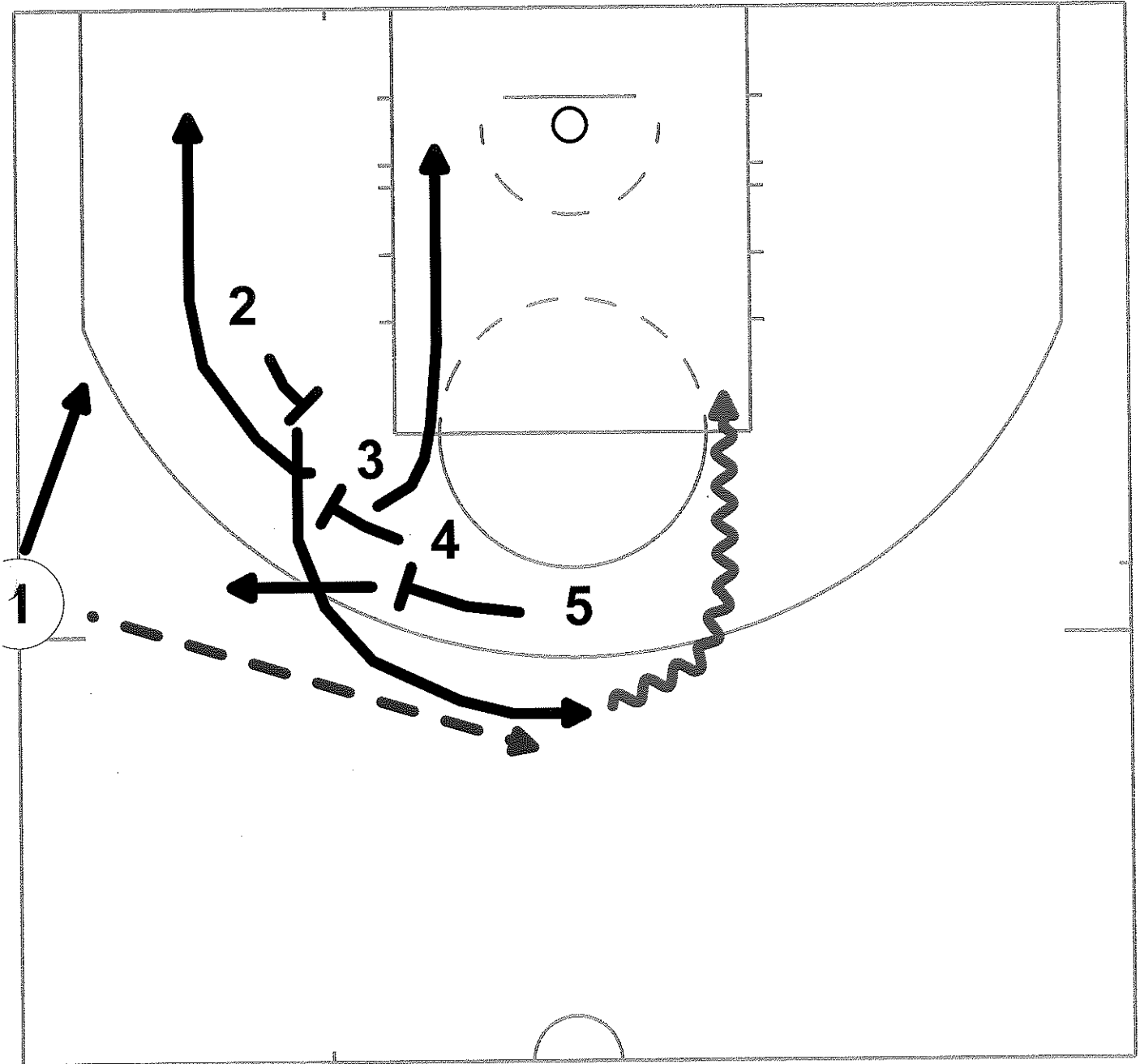
x



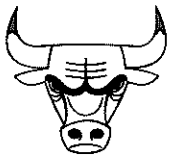
IF 2 IS NOT OPEN ON THE INITIAL TRIPLE STAGGER OPTION, 3 COMES OFF STAGGER FROM 4 AND 5 AND CATCHES INBOUNDS PASS. 3 LOOKS TO MAKE A PLAY.



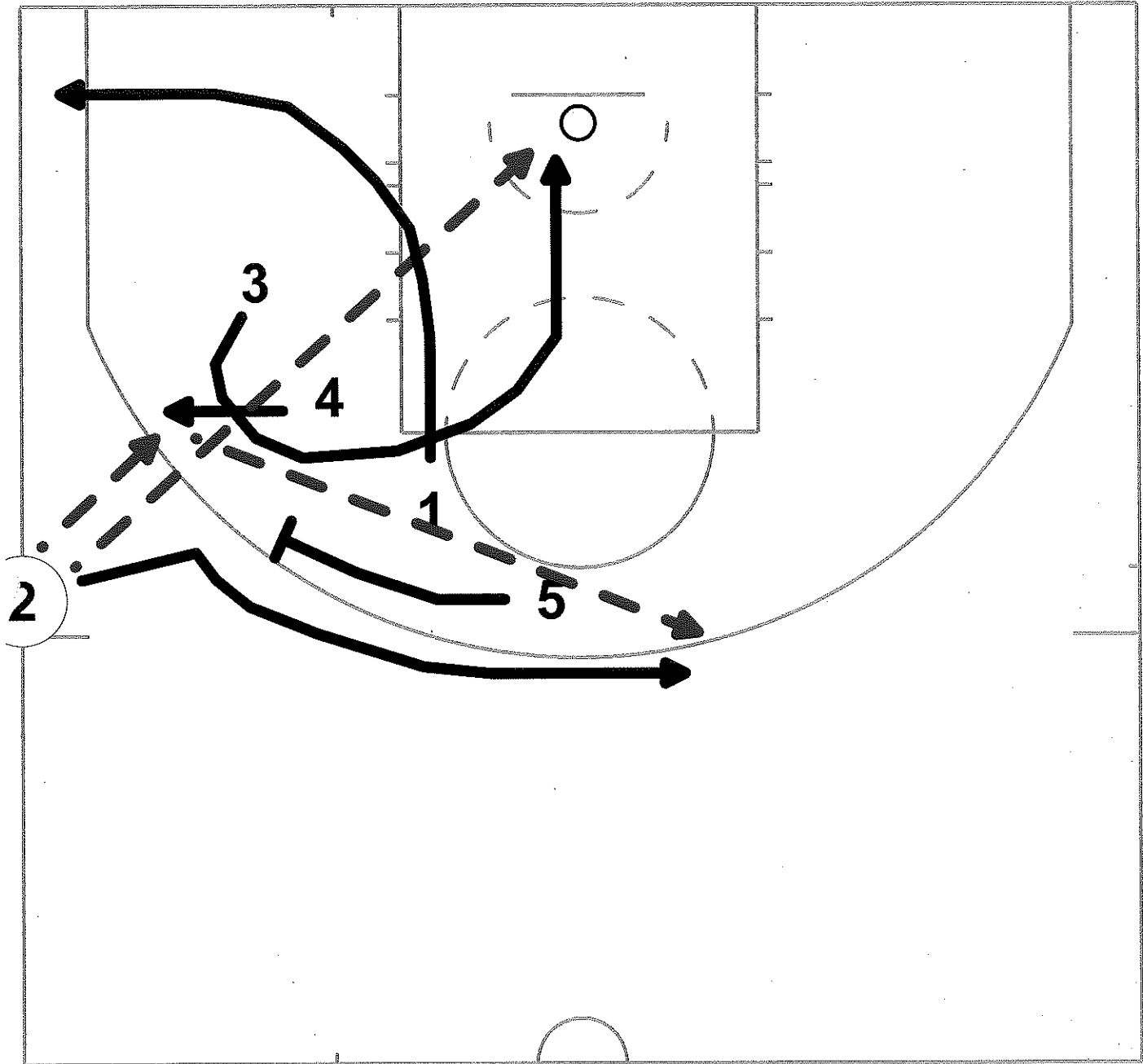
1/2/3 TWIST



PERSONNEL WILL NOT NECESSARILY MATCH POSITIONS.
2 SETS A FLARE FOR 3.
2 THEN COMES OFF A STAGGER FROM 4 AND 5.
4 SLIPS TO THE BASKET AFTER THE SCREEN FOR 2.
5 LOOKS TO POP BACK TO THE BALL AS A SAFETY.



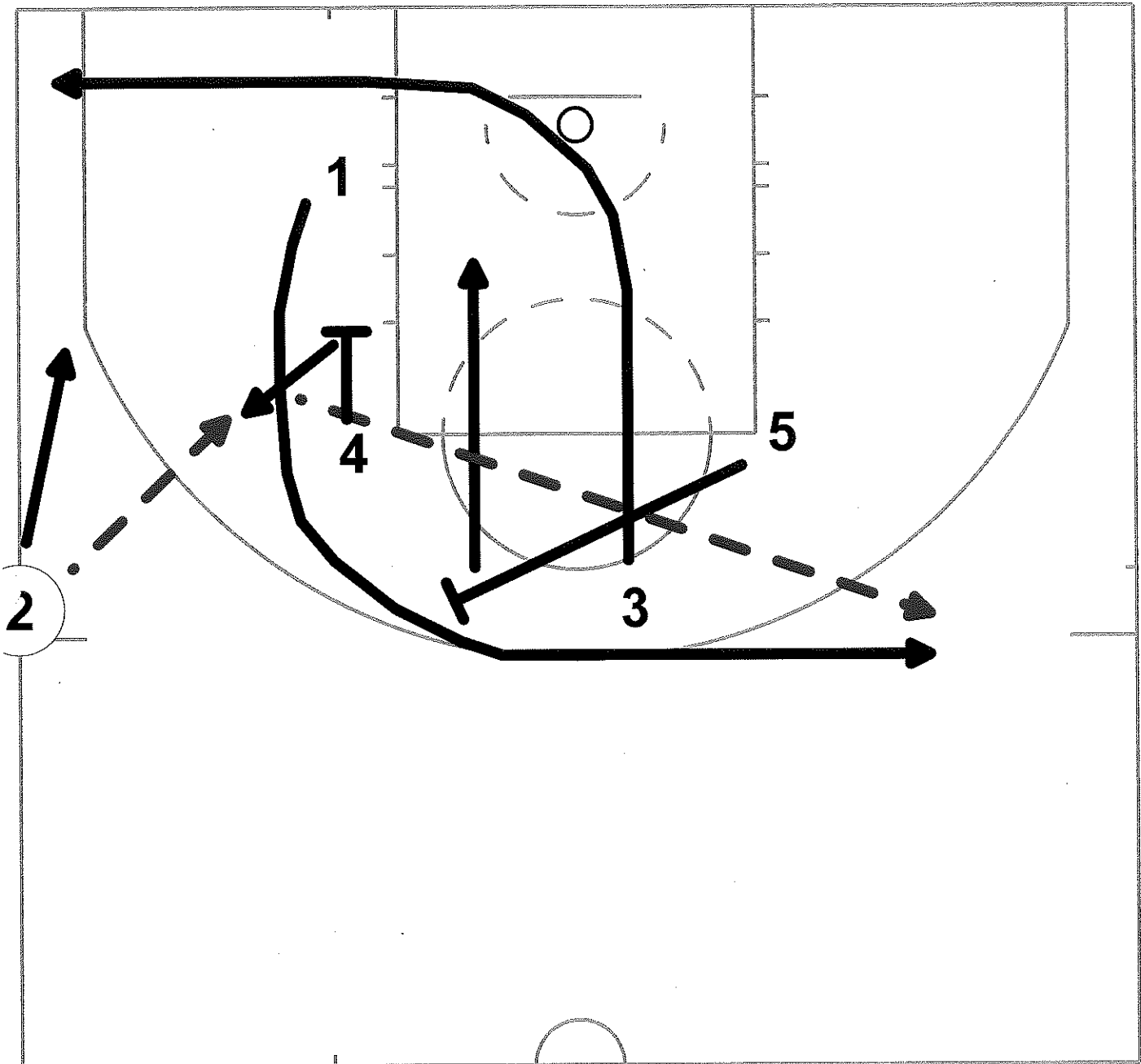
2/3 THUMB OUT



3 LOOPS OFF 4 LOOKING TO BUMP 4'S MAN.
1 CUTS HARD TO THE STRONG SIDE CORNER.
4 POPS OUT AND CATCHES THE INBOUNDS PASS.
5 SETS A TOP FLARE FOR 2.



2/3 THUMB OUT COUNTER



PERSONNEL MAY NOT EXACTLY MATCH POSITIONS.

1 ZIPPERS OFF 4.

3 CLEARS TO OPPOSITE CORNER.

4 STEPS BACK TO BALL AND CATCHES PASS.

5 SETS A FLARE FOR 1 AND DIVES TO BASKET.

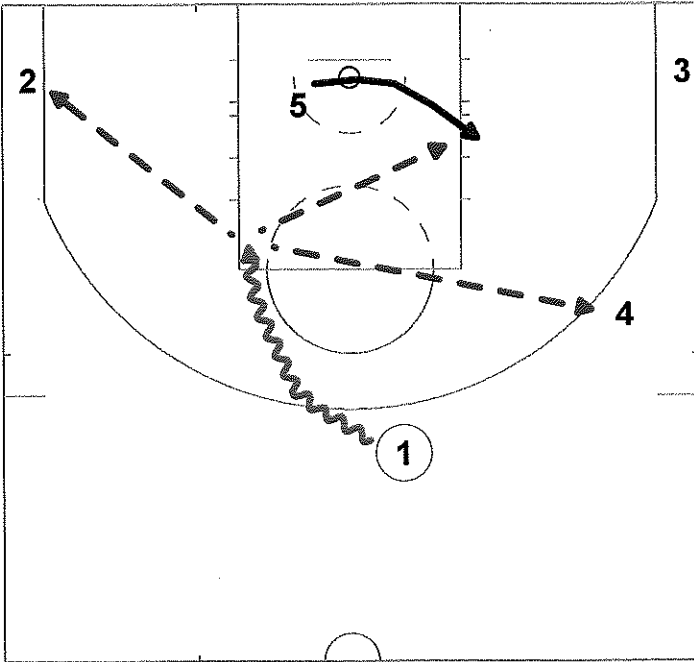
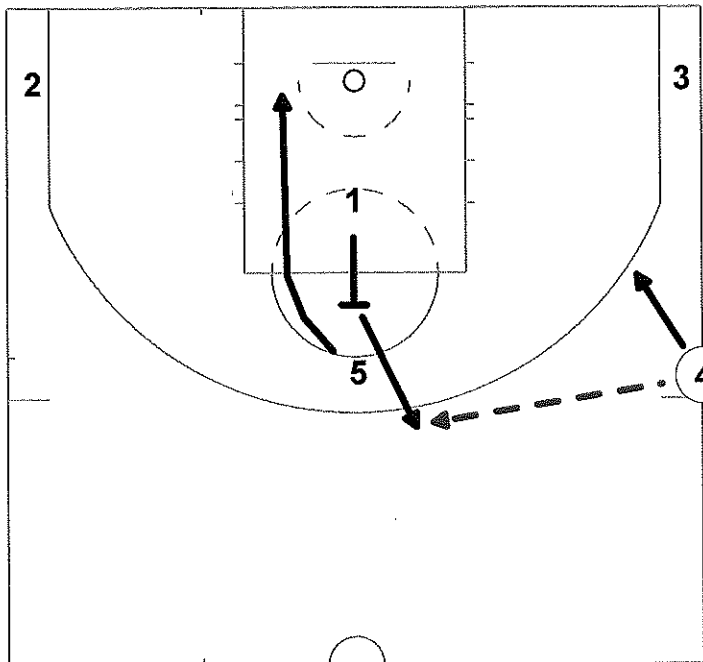
4 LOOKS TO 1.



"15/25"

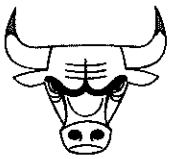
x "15/25 (cont'd)"

x



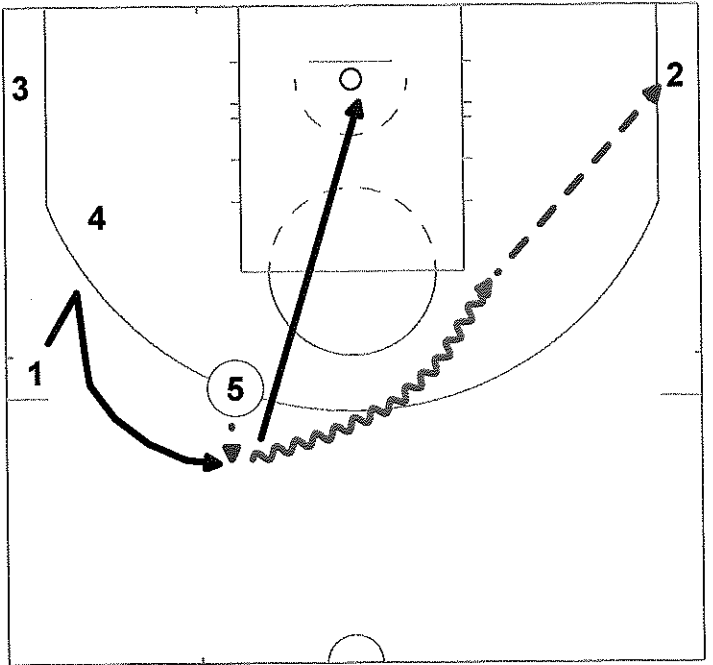
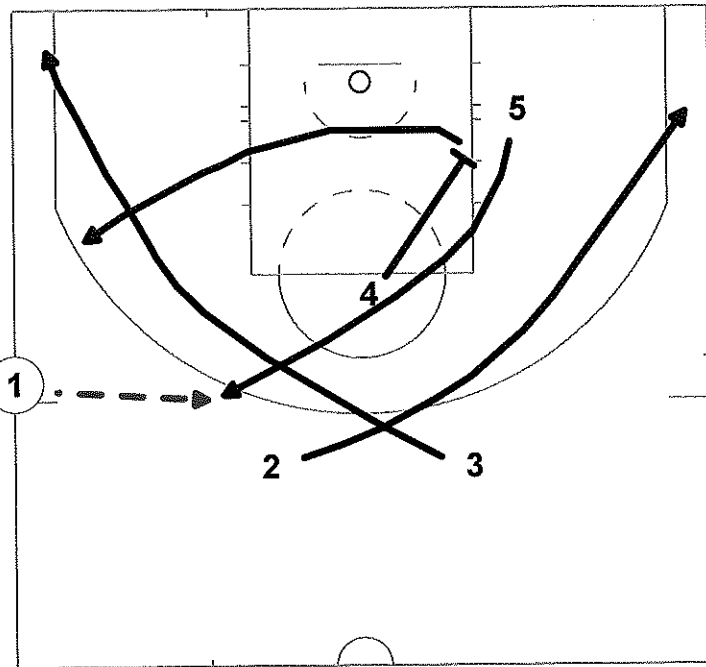
1 SETS BACKSCREEN ON 5 WHO LOOKS FOR THE LOB.
1 POPS BACK AND GETS THE BALL.
4 STEPS INBOUNDS.

5 READS THE PENETRATION BY 1 AND GOES OPPOSITE.
1 CAN DRIVE, HIT 2 IN THE CORNER, THROW BACK TO 4, OR HIT 5.



'NEW JERSEY'

x "NEW JERSEY (cont'd)" x

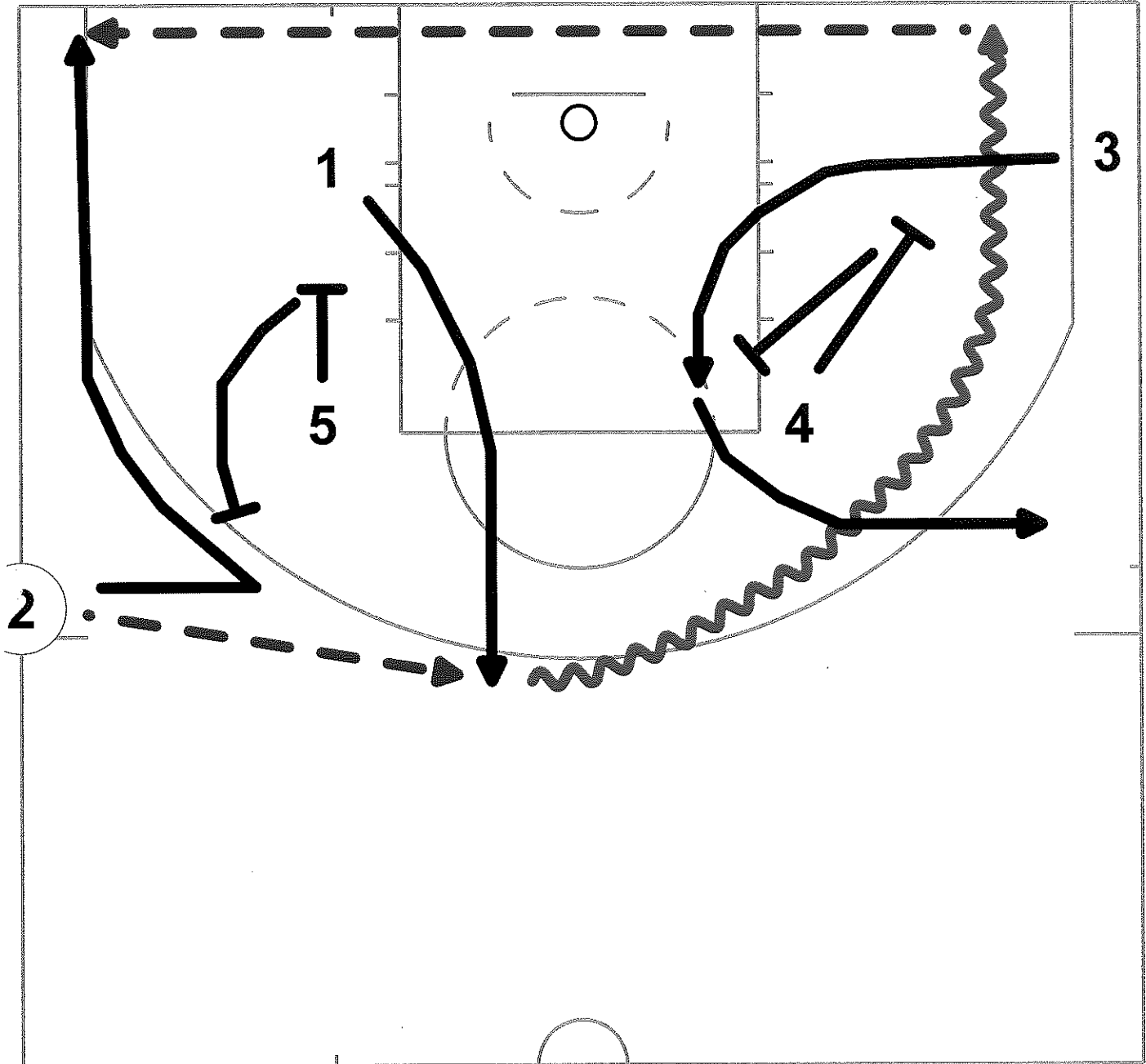


- 2 CUTS TO THE WEAKSIDE CORNER.
- 3 GOES TO THE STRONGSIDE CORNER.
- 1 PINS FOR 5 AND ROLLS BACK UP.
- HITS 5.

- 5 HANDS OFF TO 1.
- 5 IMMEDIATELY DIVES AFTER THE HANDOFF.
- 1 LOOKS TO ATTACK.



ZIPPER PUNCH



1 ZIPPERS TO THE TOP OF THE KEY AND CATCHES.

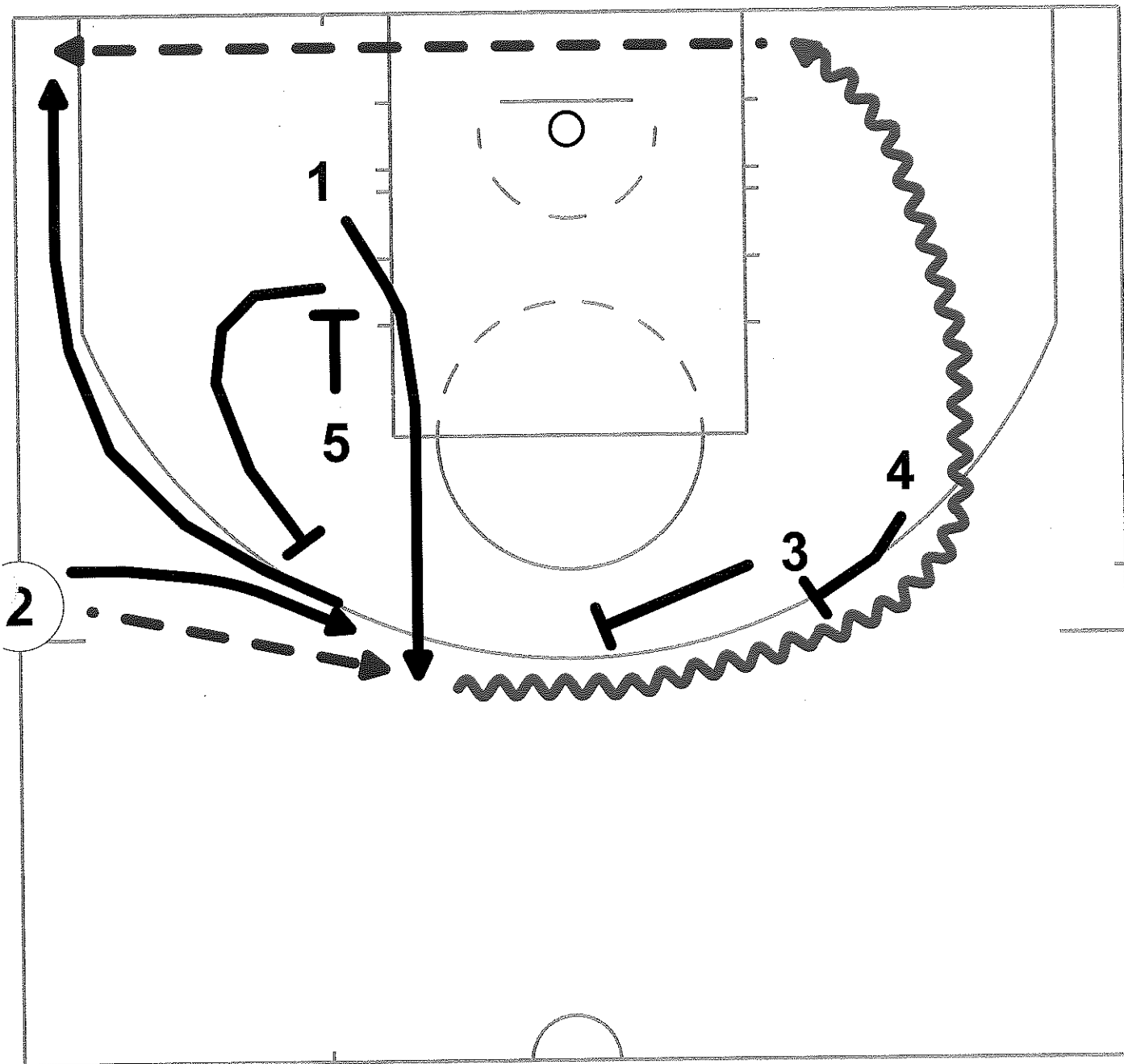
4 SETS A PINDOWN FOR 3.

AS 4 IS SETTING FOR 3, 1 BEGINS TO DRIBBLE OVER AND 2 STEPS IN BOUNDS.
AS 1 CLEARS 4, 4 SETS A FLARE SCREEN FOR 3 WHO CURLS BEHIND THE
DRIBBLE.

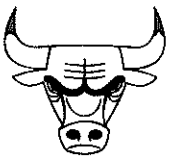
5 SETS A WEAKSIDE HAMMER SCREEN ON 2 WHO CATCHES IN THE CORNER.



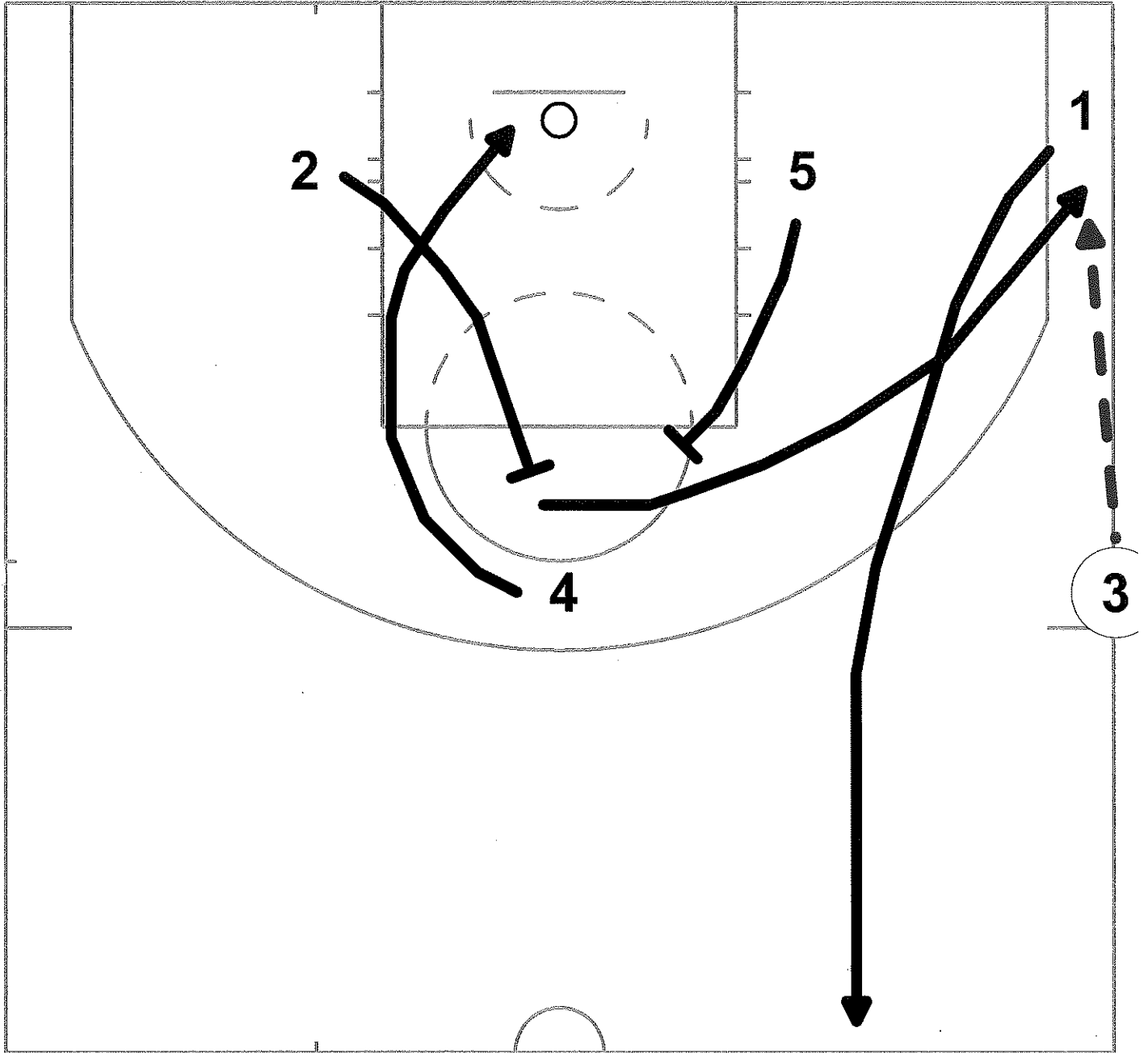
ZIPPER PUNCH COUNTER



1 COMES OFF THE PIN FROM 5 AND CATCHES.
1 GOES OFF THE DOUBLE HIGH PICKS FROM 3 AND 4 AND LOOKS TO
ATTACK THE BASELINE.
AS THE SCREENS ARE BEING SET, 2 COMES OFF THE HAMMER SCREEN
FROM 5.



DALLAS



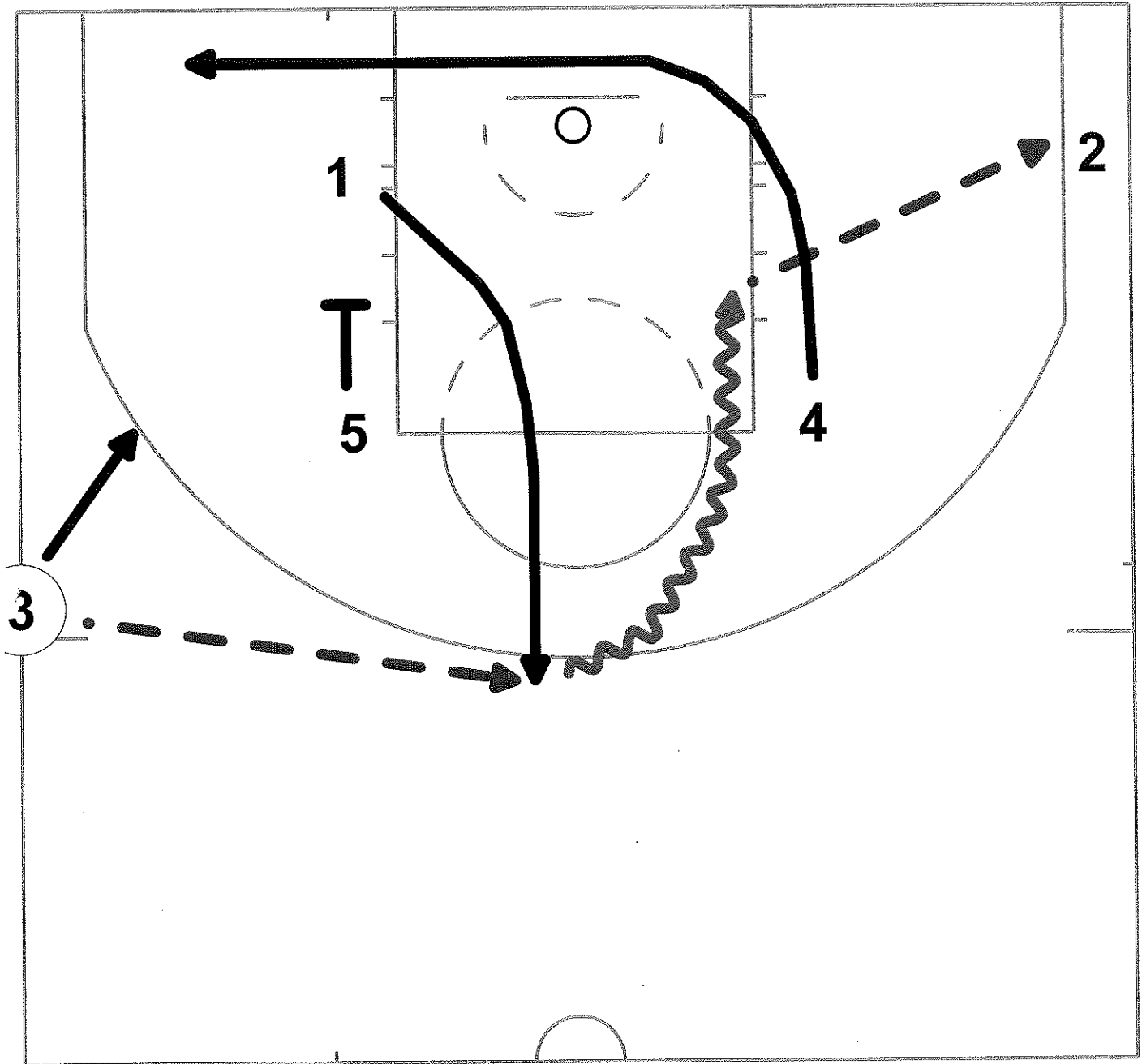
1 CLEARS TO HALF COURT LINE.

2 SETS A BACKSCREEN ON 4.

5 PICKS FOR 2 WHO GOES TO THE STRONGSIDE TO RECEIVE THE PASS.



ZIPPER CLEAR



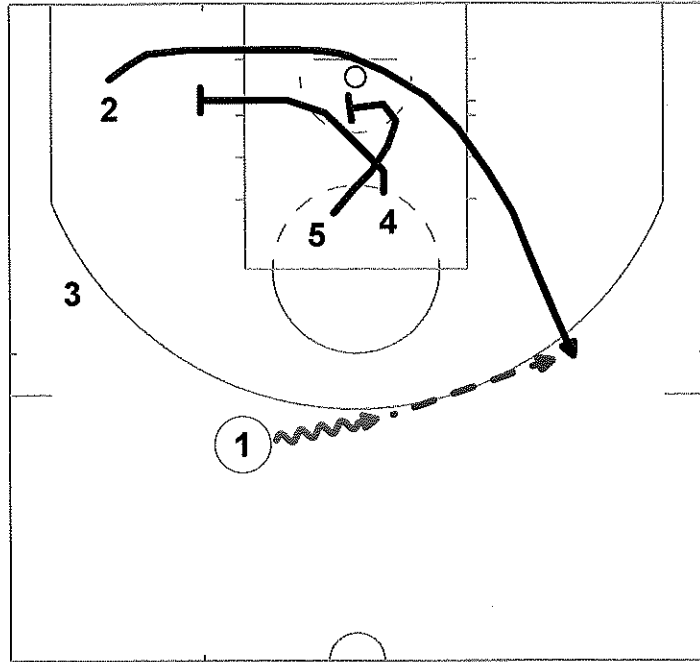
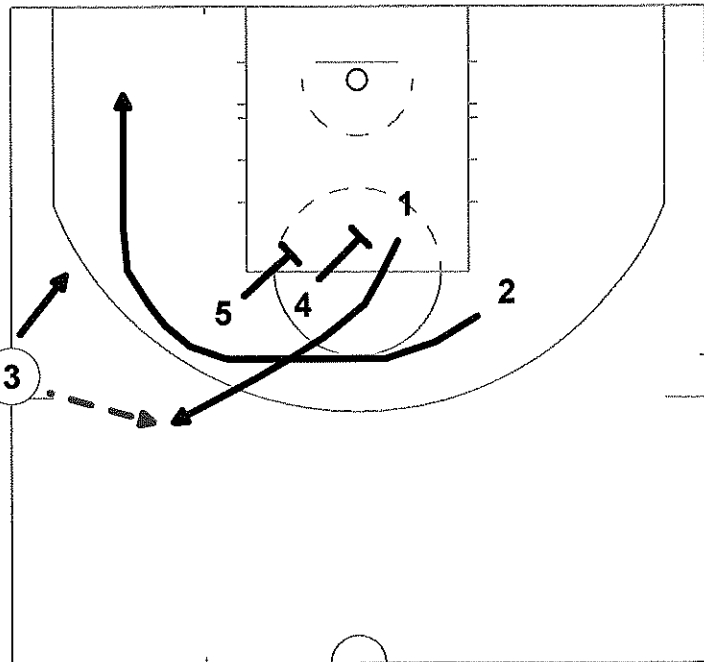
- 1 ZIPPERS TO THE TOP AND CATCHES THE INBOUNDS PASS.
- 4 CLEARS TO THE WEAKSIDE SHORT CORNER.
- 1 LOOKS TO TURN THE CORNER.
- 2 STAYS STRONG SIDE CORNER.



LINE 2/3"

x "LINE 2/3 (cont'd)"

x

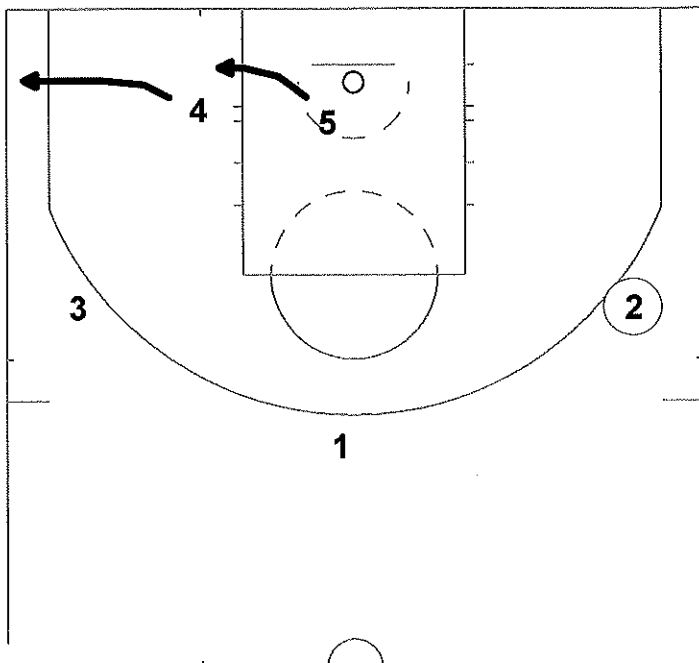


2 CURLS OFF 4 AND 5.
 4 AND 5 SET PINDOWN FOR 1 WHO CATCHES.
 3 STEPS INBOUNDS.

4 AND 5 SET STAGGER FOR 2.
 2 CATCHES ON THE WING WITH THE WHOLE SIDE OF THE FLOOR
 TO WORK WITH.

"LINE 2/3 (cont'd)"

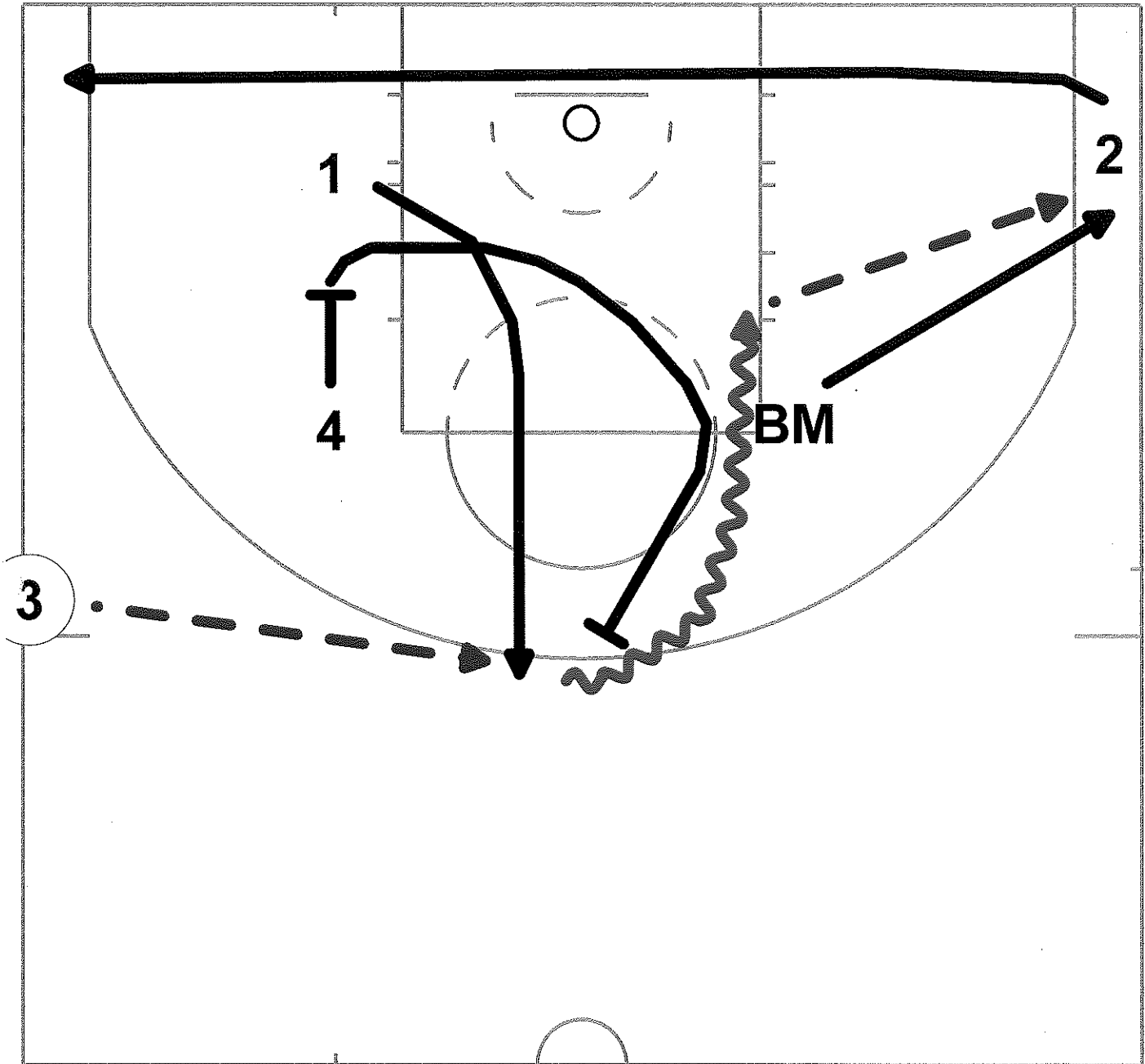
x



4 AND 5 CLEAR FOR 2.
 2 HAS ISOLATION.



ZIPPER HORNS UP COUNTER



GREAT PLAY FOR BRAD MILLER.
1 ZIPPERS OFF 4 AND CATCHES THE INBOUNDS PASS.
4 THEN COMES BACK UP AND SETS THE HIGH P&R.
2 CLEARS TO THE OPPOSITE CORNER.
5 POPS TO THE STRONG SIDE CORNER.