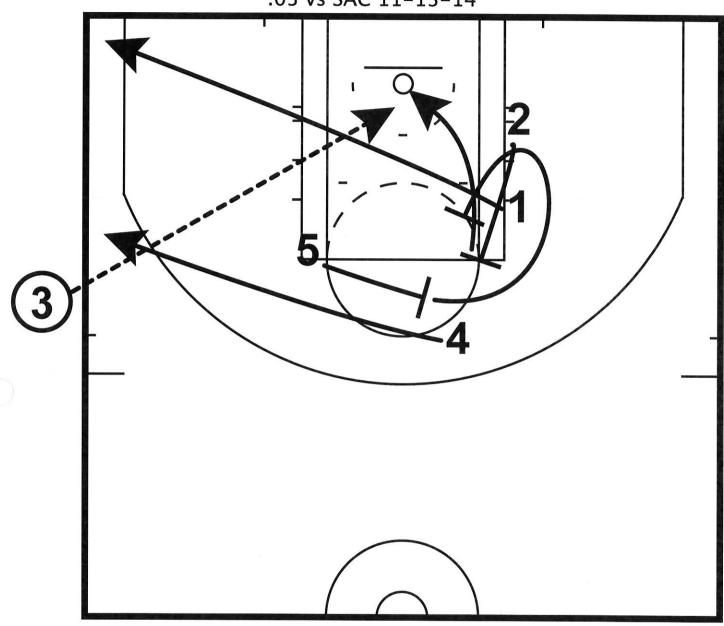
MEM (Joerger)

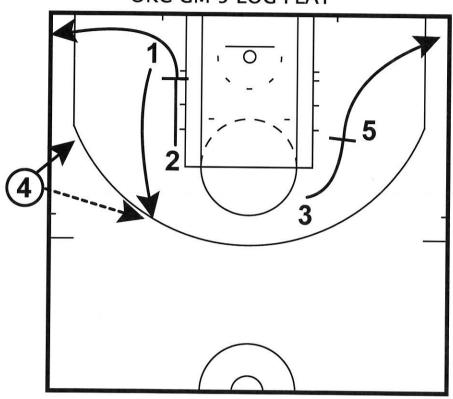
.03 vs SAC 11-13-14



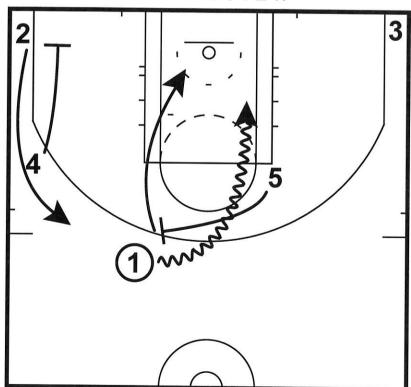
1 CUTS CORNER.. 5 GETS 4.. 2 RIPS 5 WHO TURNS & RIPS 2 FOR LOB

LA Clippers

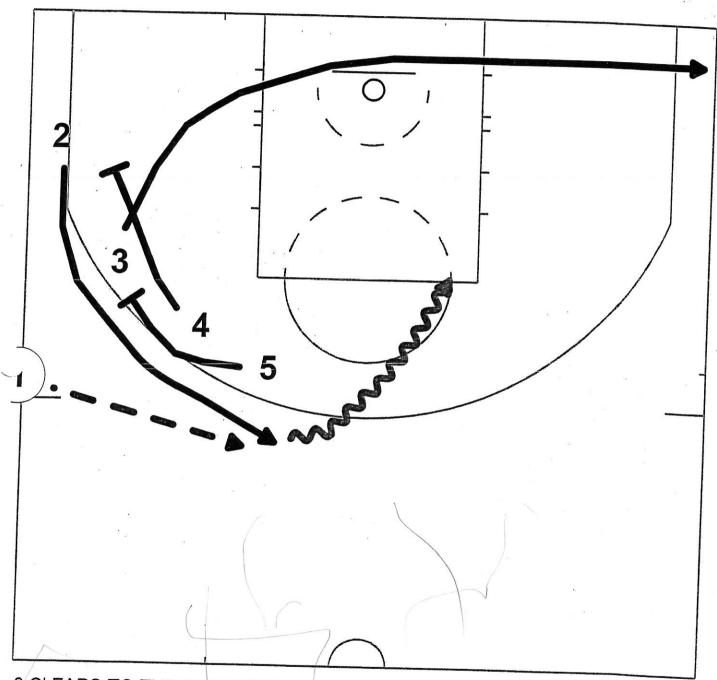
OKC GM 5 EOG PLAY



OKC GM 5 EOG PLAY



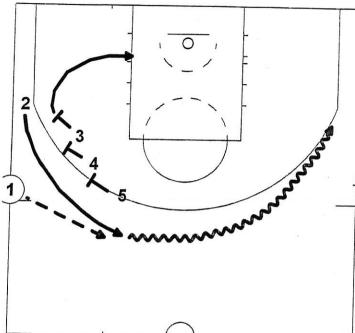




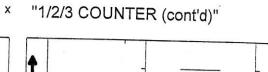
- 3 CLEARS TO THE OPPOSITE CORNER.
- 2 COMES OFF THE STAGGER FROM 4 AND 5.
- 1 HITS 2 WHO LOOKS TO ATTACK THE CLEARED OUT SIDE.

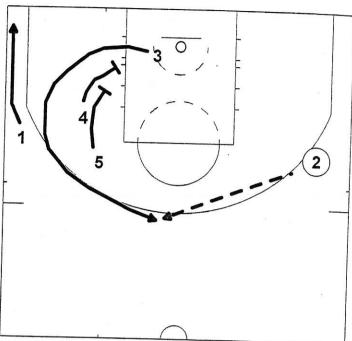


1/2/3 COUNTER"



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

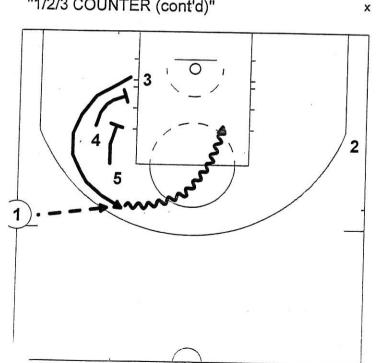




X

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

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

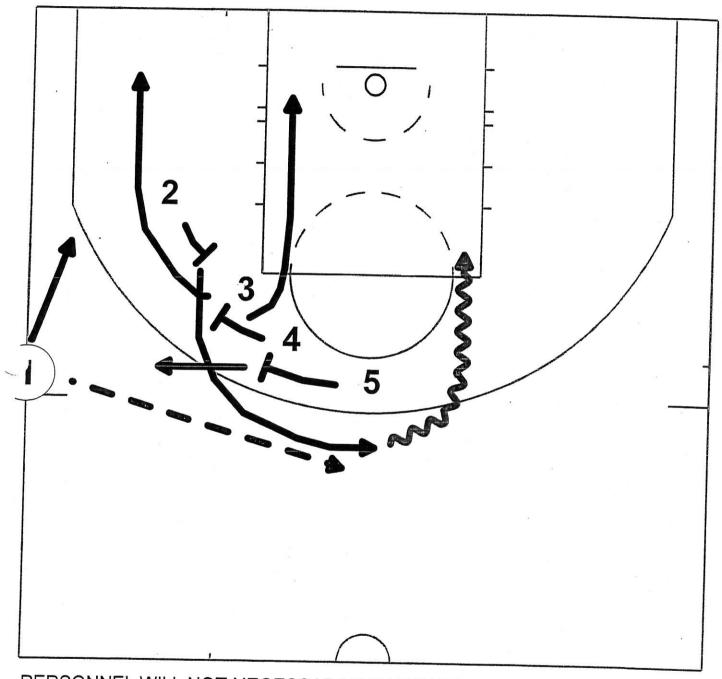


IF 2 IS NOT OPEN ON THE INITIAL TRIPLE STAGGER OPTION. 3 COMES OFF STAGGER FROM 4 AND 5 AND CATCHES INBOUNDS PASS.

3 LOOKS TO MAKE A PLAY.



1/2/3 TWIST

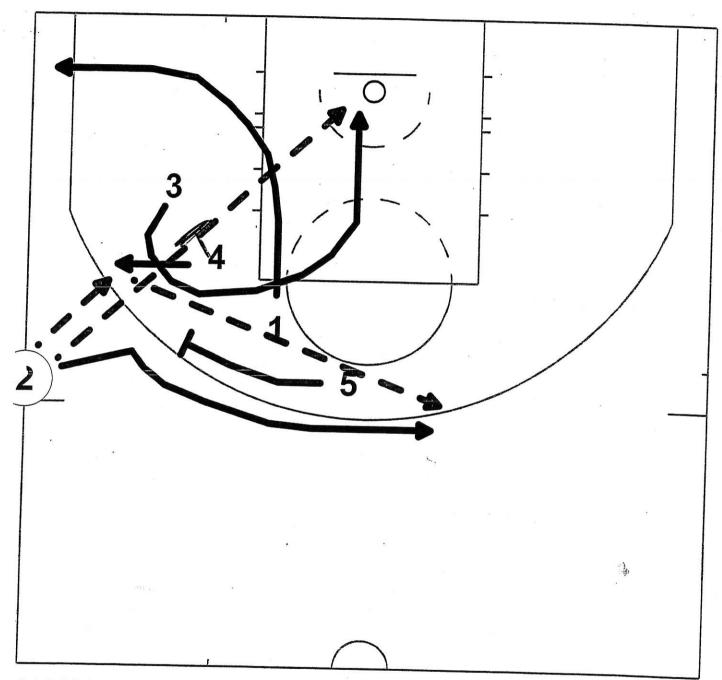


PERSONNEL WILL NOT NECESSARILY MATCH POSITIONS.

- 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.



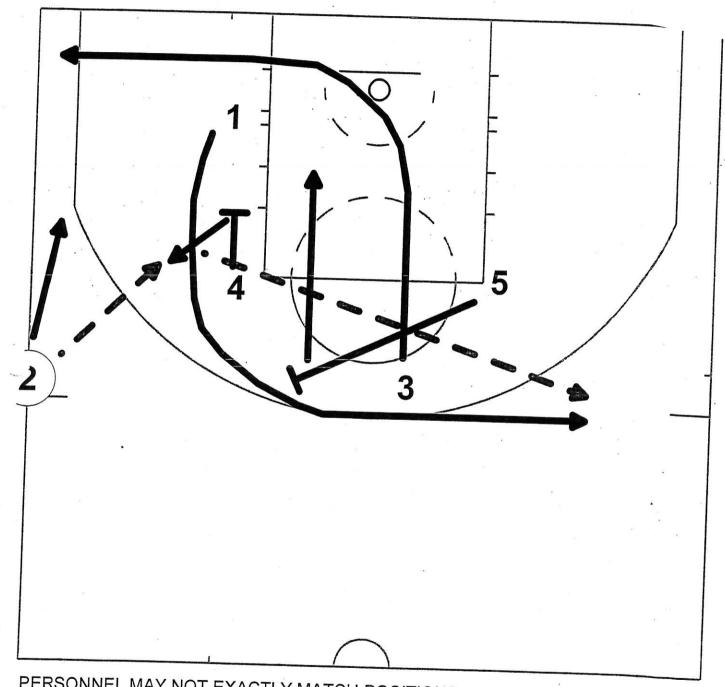
2/3 THUMB OUT



- 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

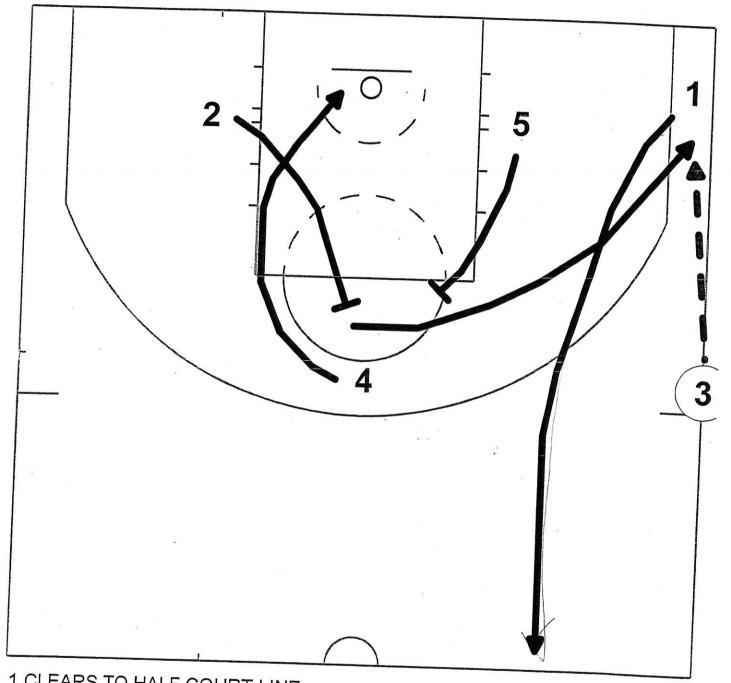


PERSONNEL MAY NOT EXACTLY MATCH POSITIONS.

- 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.



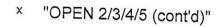


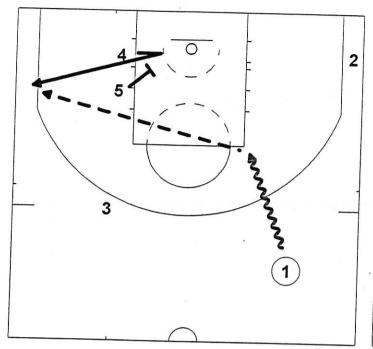


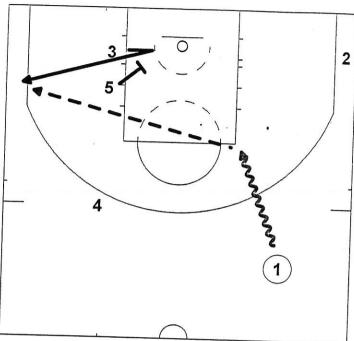
- 1 CLEARS TO HALF COURT LINE.
- 2 SETS A BACKSCREEN ON 4.
- 5 PICKS FOR 2 WHO GOES TO THE STRONGSIDE TO RECEIVE THE PASS.



JPEN 2/3/4/5"







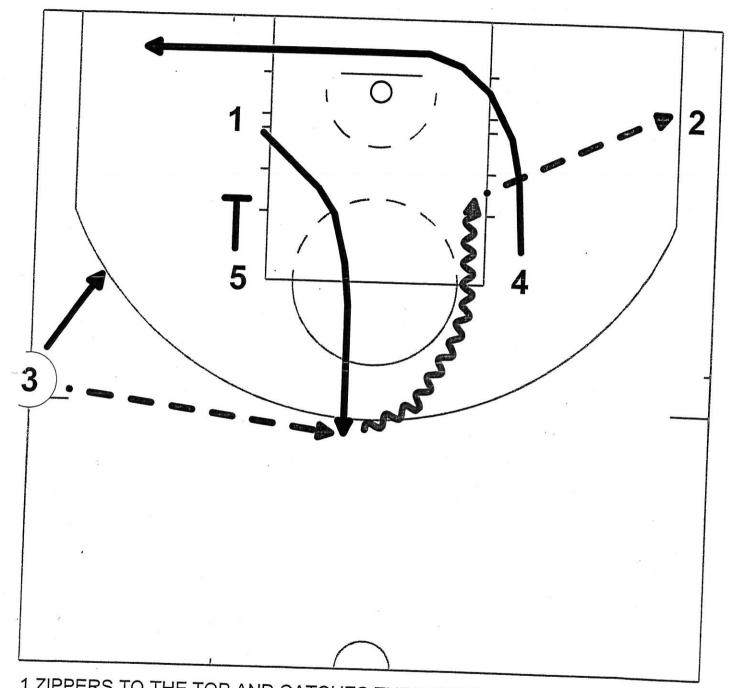
Х

GOOD ATO/EOQ/EOG PLAY.
THIS IS AN EXAMPLE OF "OPEN 4".
'LOOKS TO PENETRATE TO THE ELBOW.
J 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".



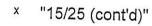
ZIPPER CLEAR

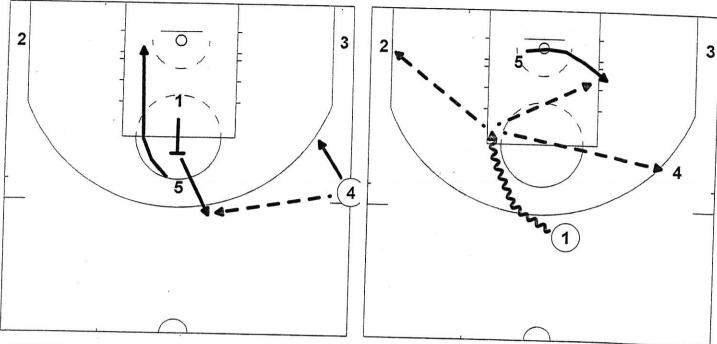


- 1 ZIPPERS TO THE TOP AND CATCHES THE INBOUNDS PASS.
- 4 CLEARS TO THE WEAKSIDE SHORT CORNER.
- 1 LOOKS TO TURN THE CORNER.
- 2 STAYS STRONG SIDE CORNER.



15/25"





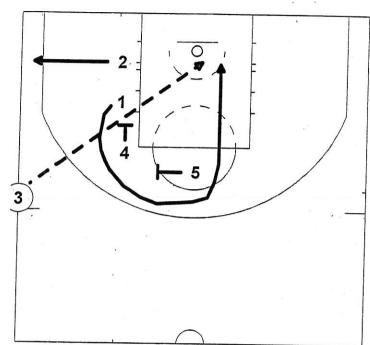
- 1 SETS BACKSCREEN ON 5 WHO LOOKS FOR THE LOB.
 1 POPS BACK AND GETS THE BALL.
 STEPS INBOUNDS.

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

X

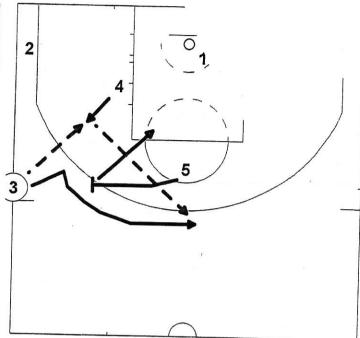


15 L"



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

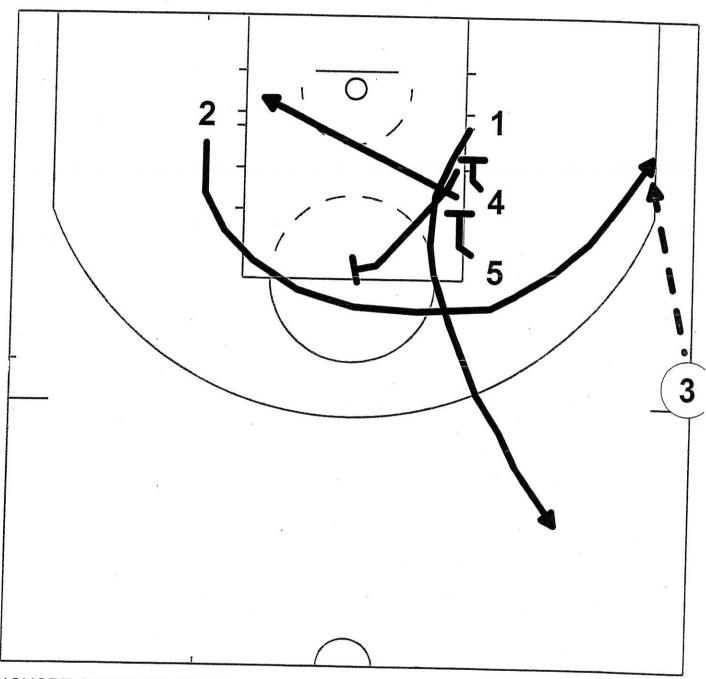
x "15 L (cont'd)"



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.



25/35 COUNTER

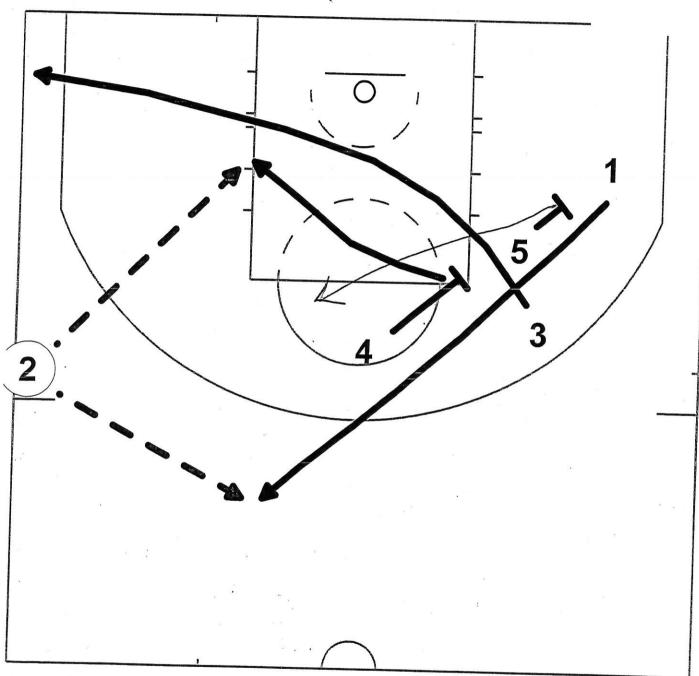


- *SHORT SECONDS PLAY*
- 1 ZIPPERS OFF 4 AND 5.
- 2 COMES OFF THE FLARE FROM 4.
- 5 CLEARS TO THE OPPOSITE BLOCK.



NO CALL

45



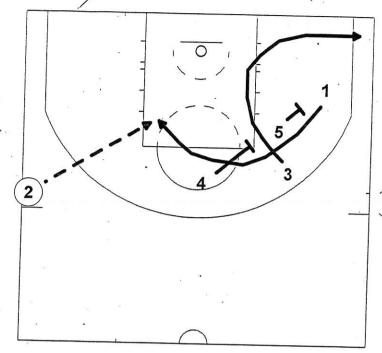
- 3 CLEARS TO THE STRONG SIDE CORNER.
- 1 COMES OFF THE STAGGER FROM 5 AND 4.
- 2 CAN LOOK FOR 1 COMING OFF THE STAGGER OR 4 SLIPPING IF HIS MAN JUMPS OUT TO TAKE AWAY THE PASS TO 1.



NO CALL -- COUNTER"

45C

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



2

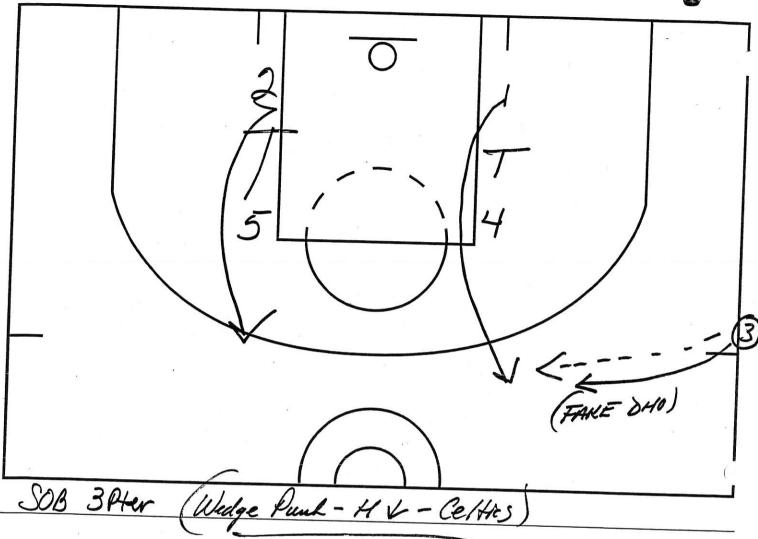
X

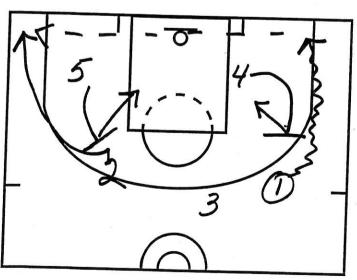
3 CIRCLES TO WEAKSIDE CORNER.
1 COMES OFF THE STAGGER FROM 5 AND 4 AND CURLS INTO THE NE LOOKING TO ATTACK.

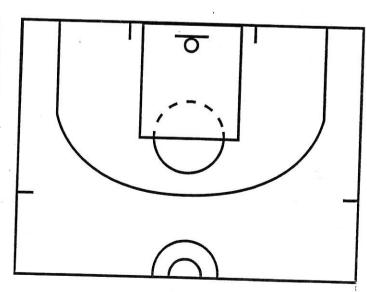
IF 1 DOES NOT GET THE CURL, 4 POPS BACK AND CATCHES. 4 LOOKS TO HANDOFF TO 2 WHO STEPS INBOUNDS.





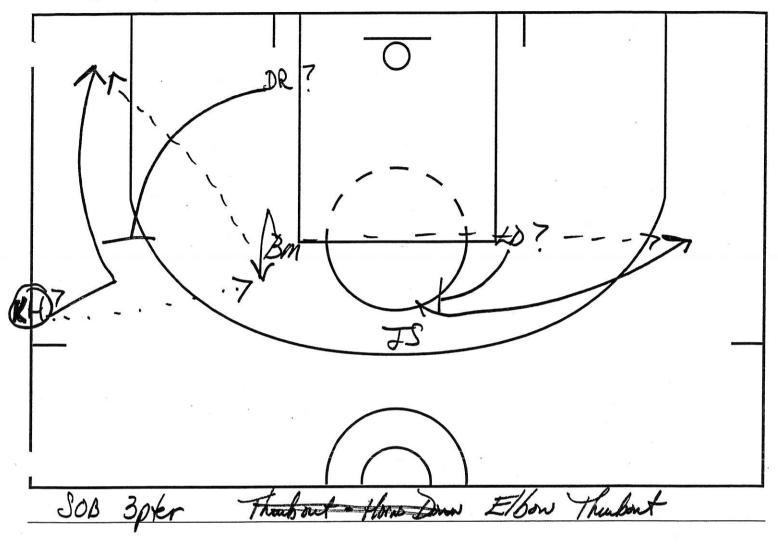


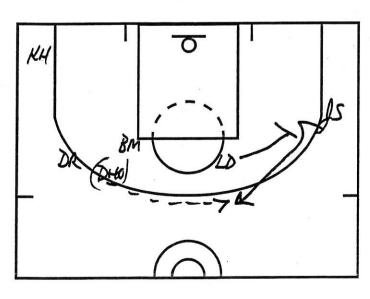


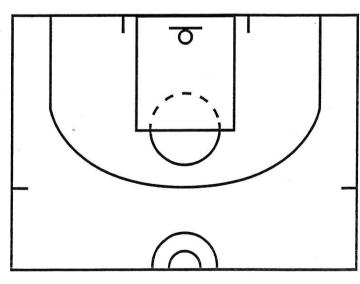






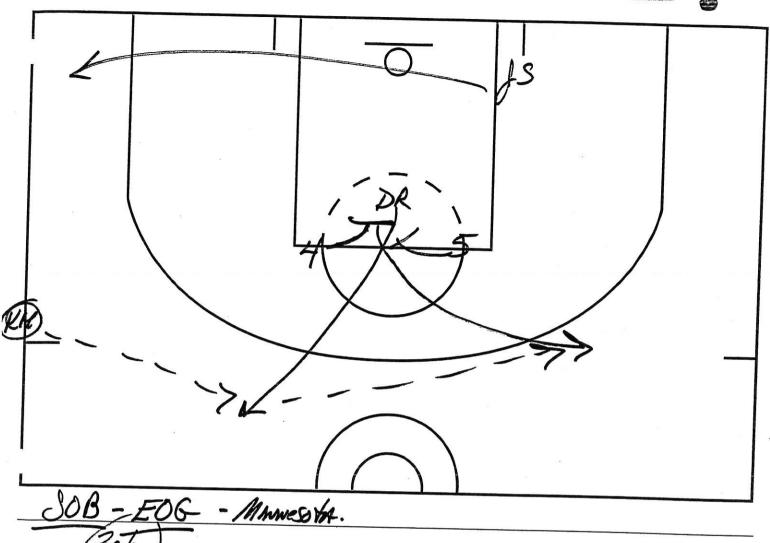




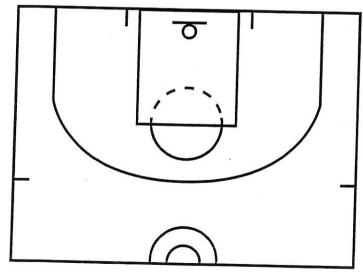


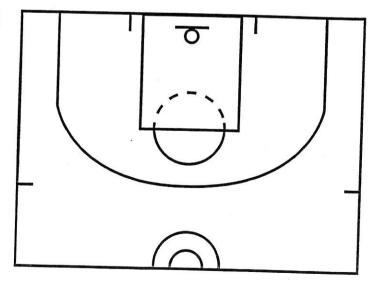


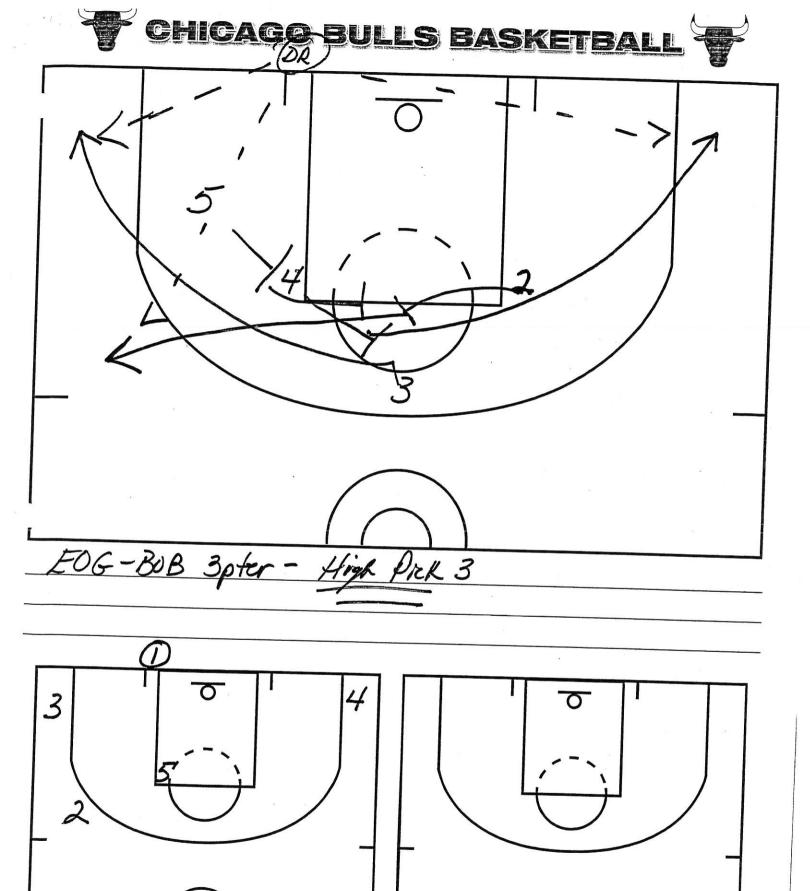


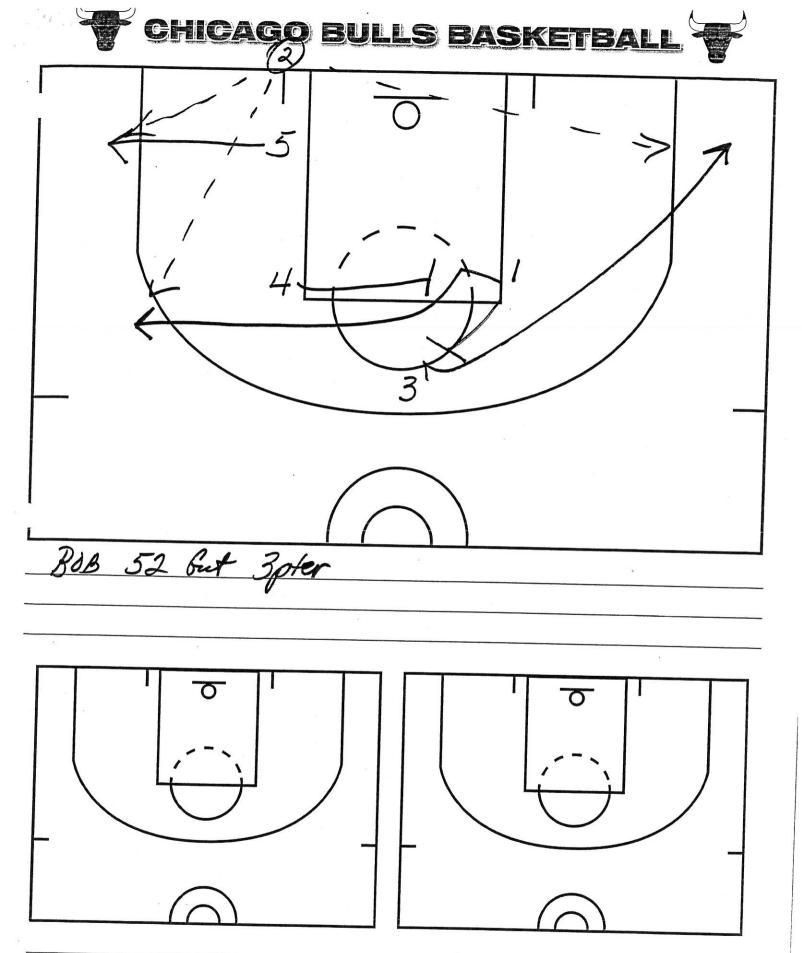


(3pten)

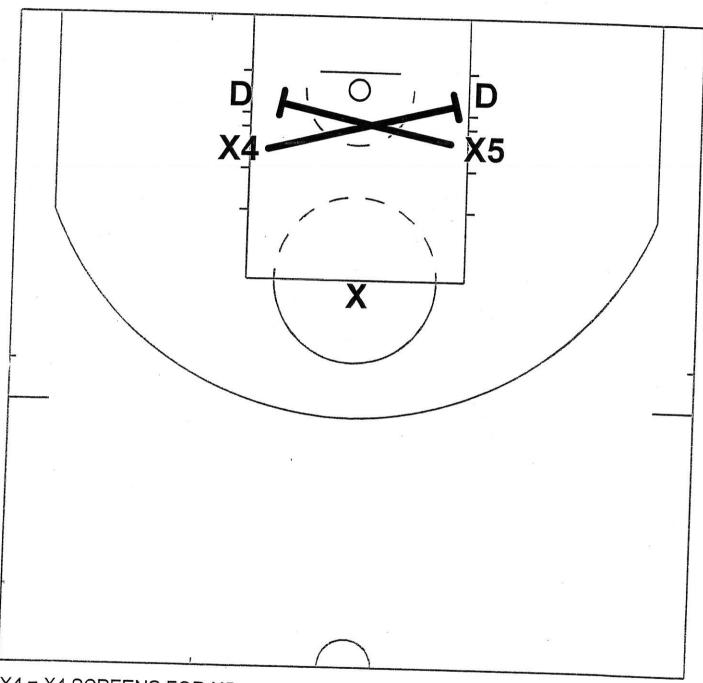








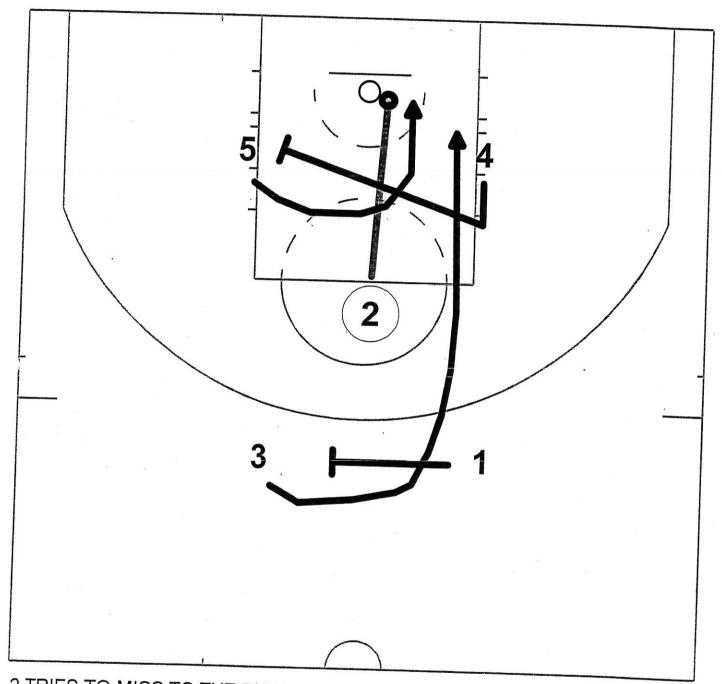
X4/X5



X4 = X4 SCREENS FOR X5. X5 = X5 SCREENS FOR X4.



INTENTIONAL MISS ON FREE THROW



2 TRIES TO MISS TO THE RIGHT SIDE OF THE RIM.

4 TRIES TO ROOT HIS MAN UP THE LANE AND THEN SET A SCREEN ON 5'S MAN.

1 SCREENS FOR 3 WHO FLIES DOWN THE LANE.

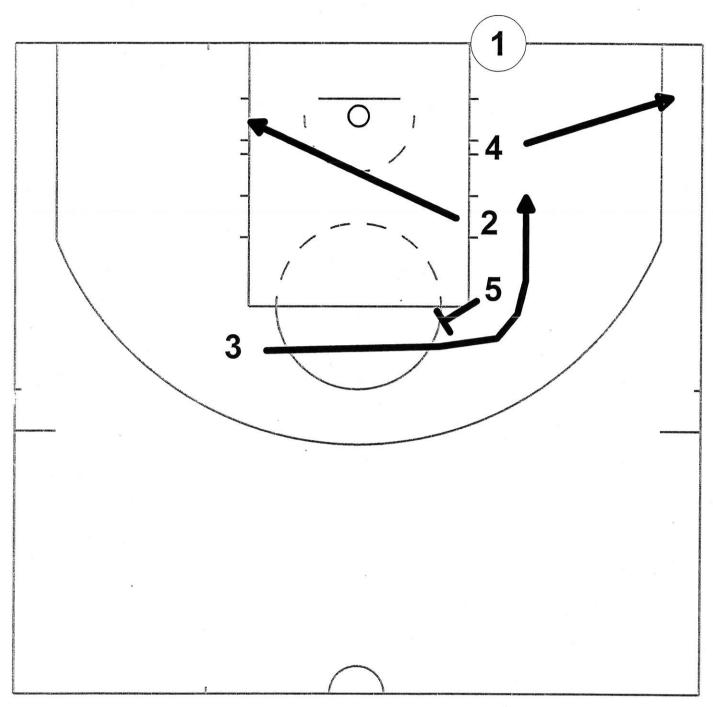




5				3
2-12	2/2	5		
4		4	N N N N N N N N N N N N N N N N N N N	



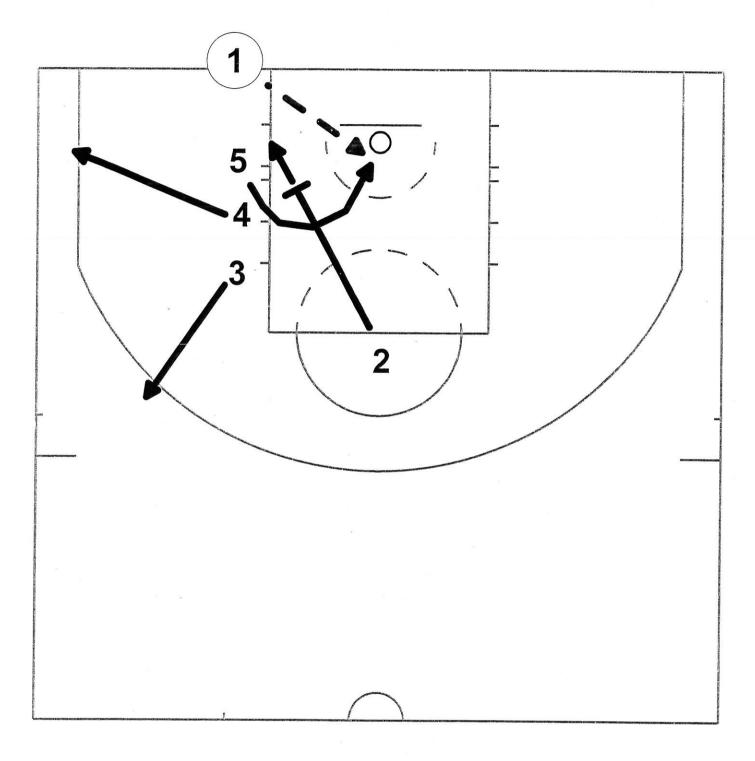
LINE GUT



- 4 BREAKS TO CORNER.
- 2 SLICES THROUGH LANE.
- 3 GOES OFF 5'S SCREEN DOWN THE GUT.

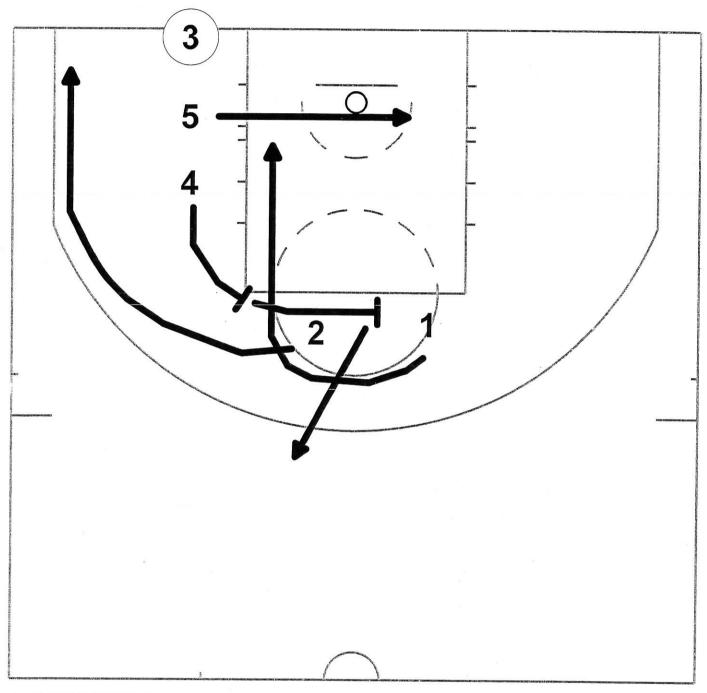


12 SHORT





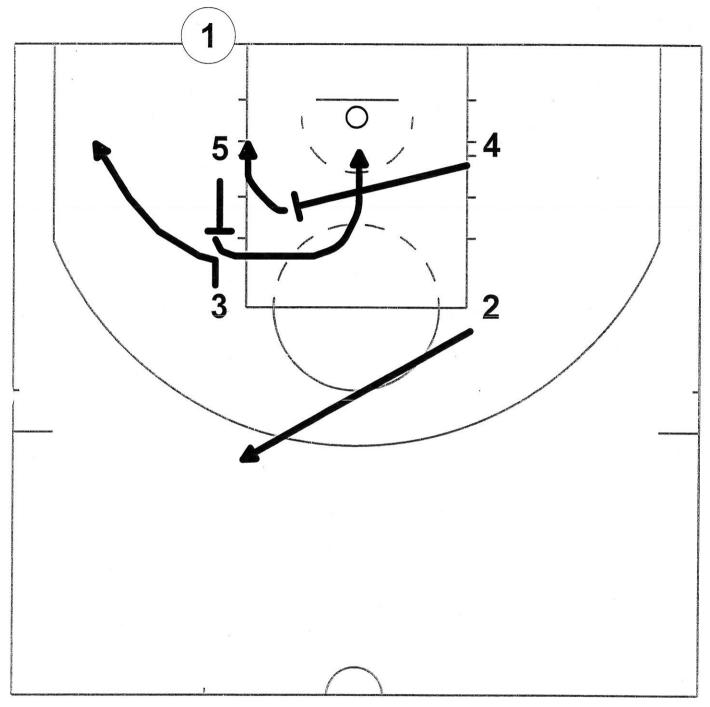
MINNESOTA



- 5 CUTS THE WEAKSIDE.
- 4 SETS A BACKSCREEN ON 2 WHO GOES TO THE STRONGSIDE CORNER.
- 4 THEN SETS A SCREEN ON 1 WHO CUTS DOWN THE LANE.
- 4 POPS BACK AS AN OUTET MAN.



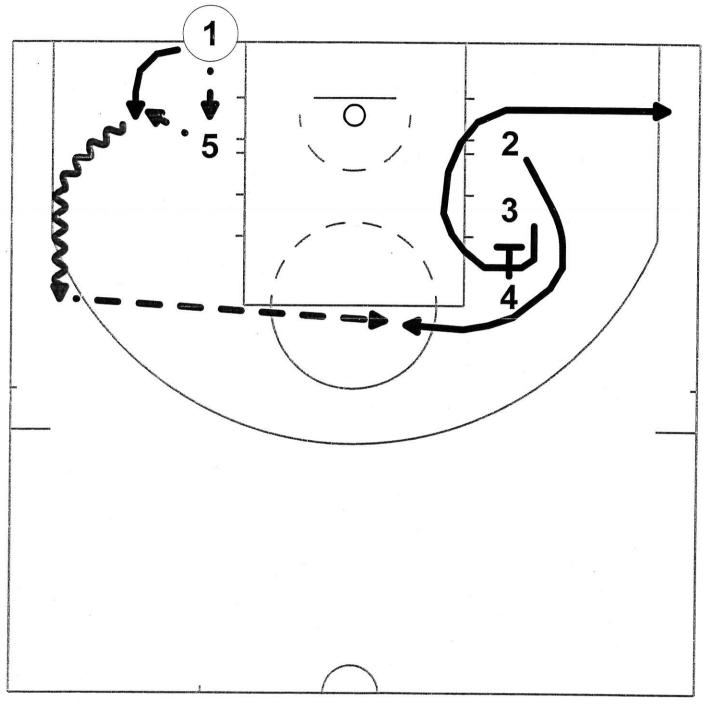
BOX 53



- 5 SCREENS FOR 3.
- 4 SCREENS FOR 5 AND SLIPS TO BASKET.
- 2 IS SAFTEY.



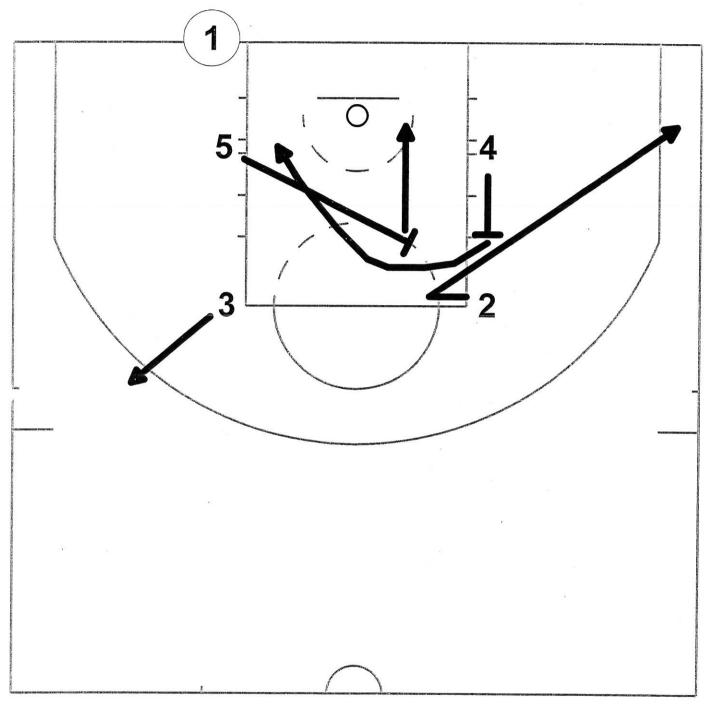
CIRCLE



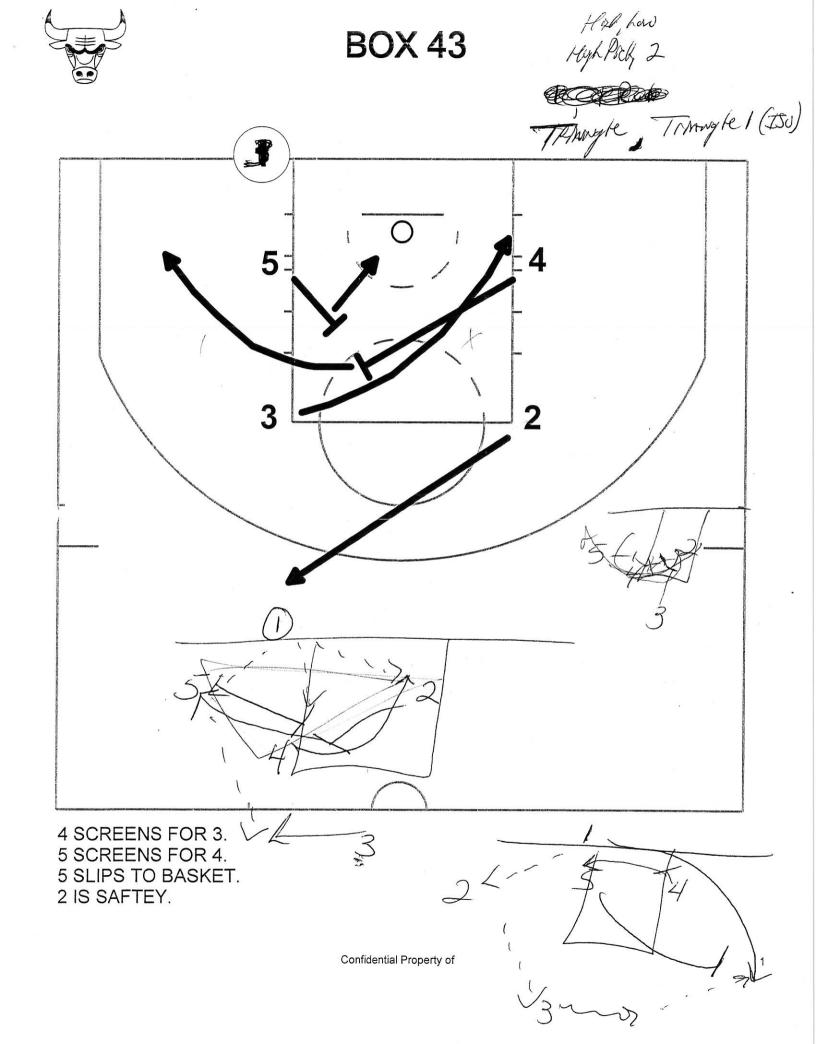
- 1 HITS 5 WHO HANDBACKS TO 1.
- 3 CIRCLES OFF 4.
- 2 COME OFF 4'S SCREEN TO THE ELBOW AREA.

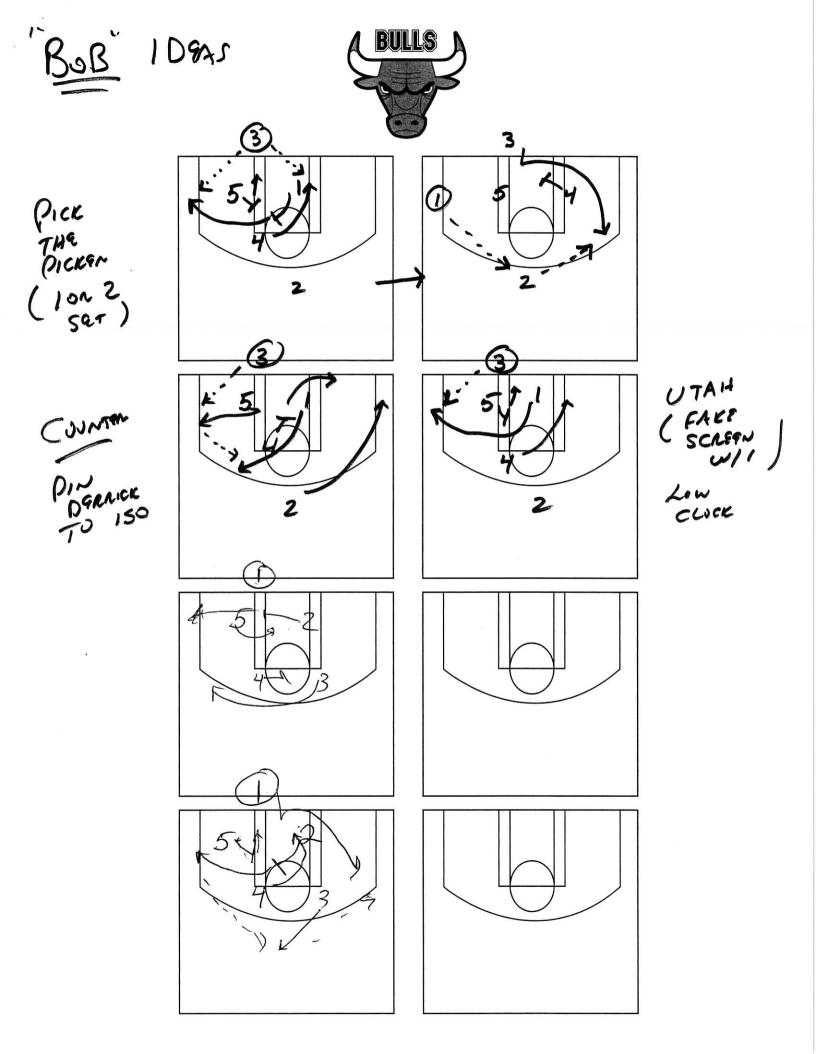


BOX 42



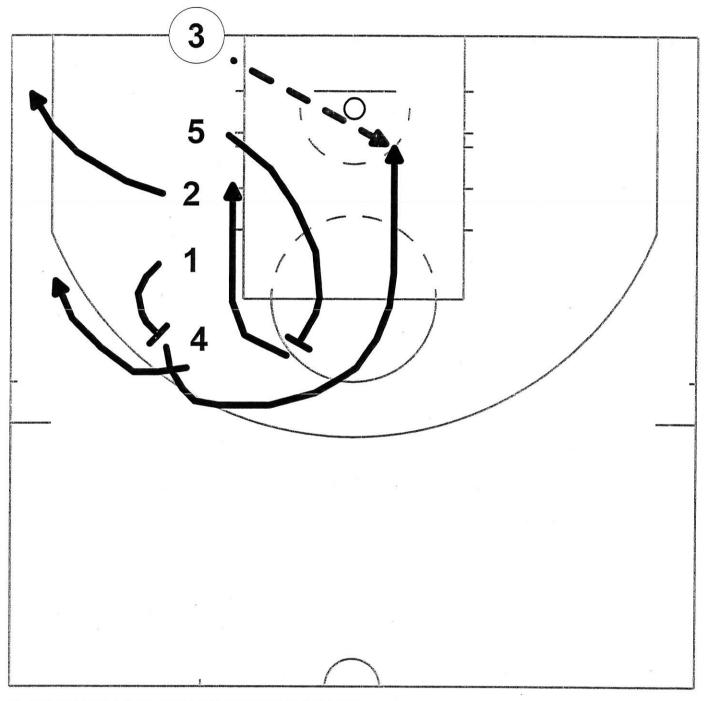
- 4 SCREENS FOR 2 WHO GOES TO CORNER.
- 5 SCREENS FOR 4.
- 5 SLIPS TO BASKET.
- 3 IS SAFETY.







DALLAS



- 2 GOES TO THE STRONGSIDE CORNER.
- 1 SCREENS FOR 4.
- 5 SETS BACKSCREEN FOR 1.
- 5 POPS BACK TO THE BALL AS AN OUTLET MAN.