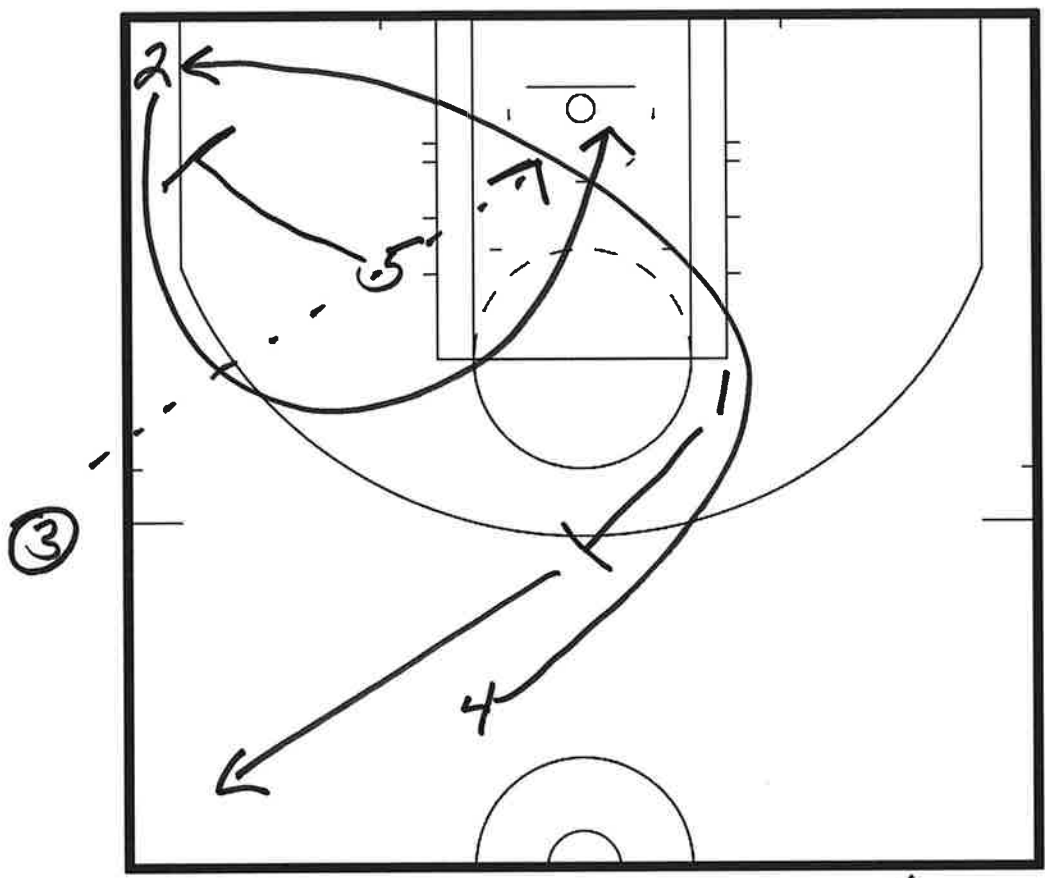
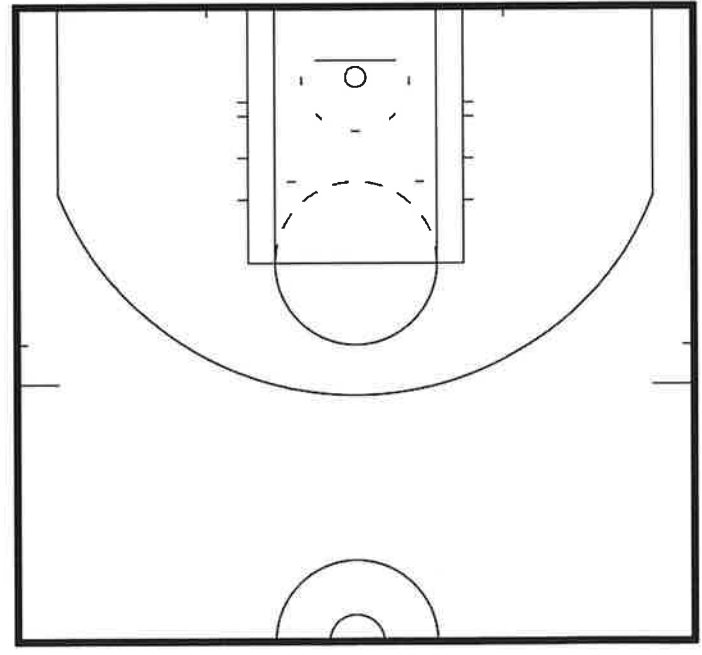
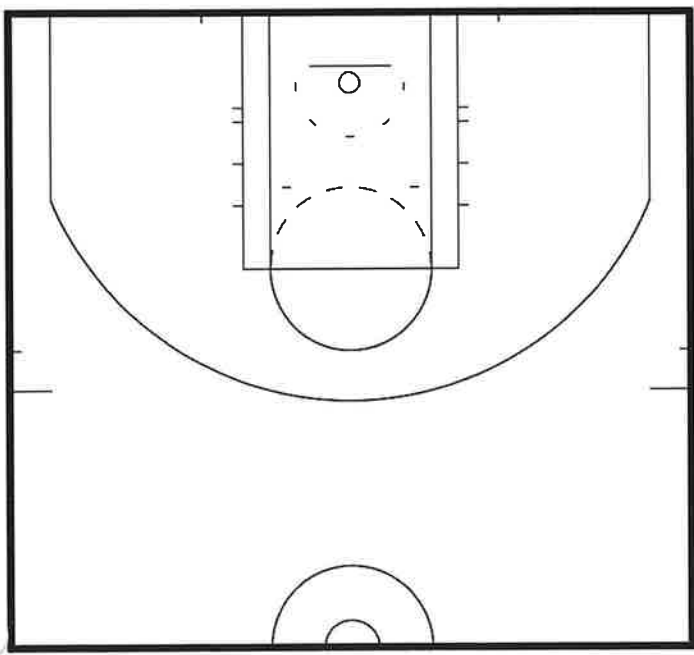


SOB

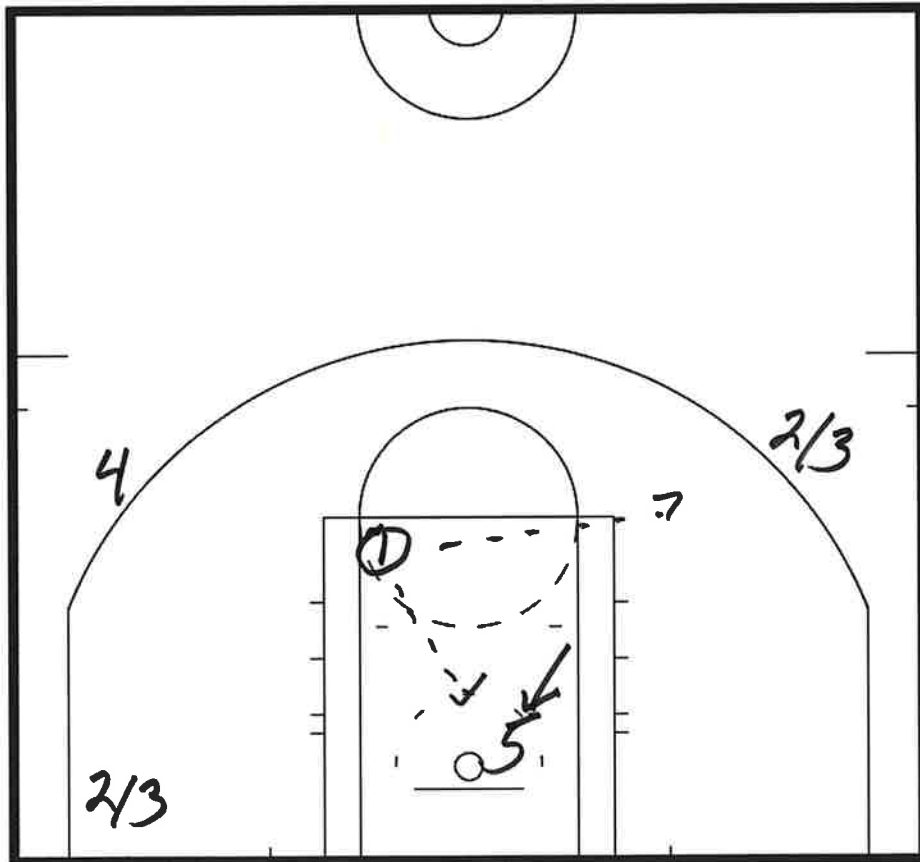
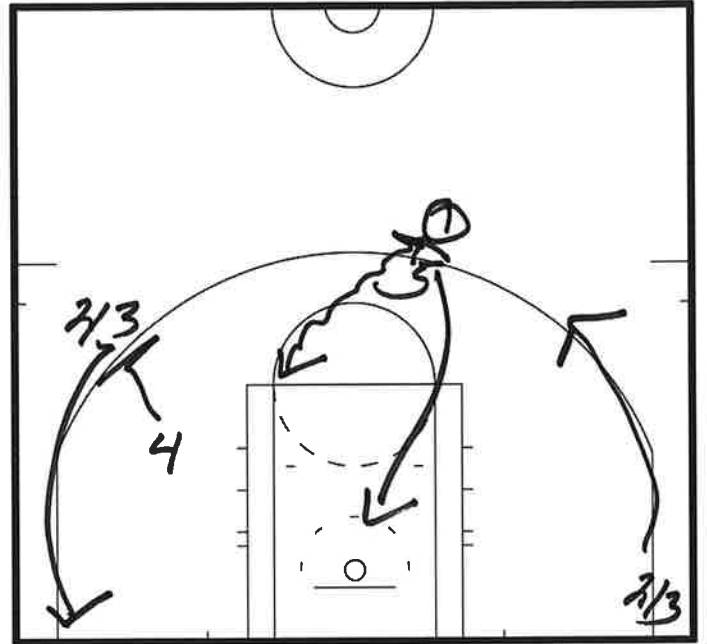
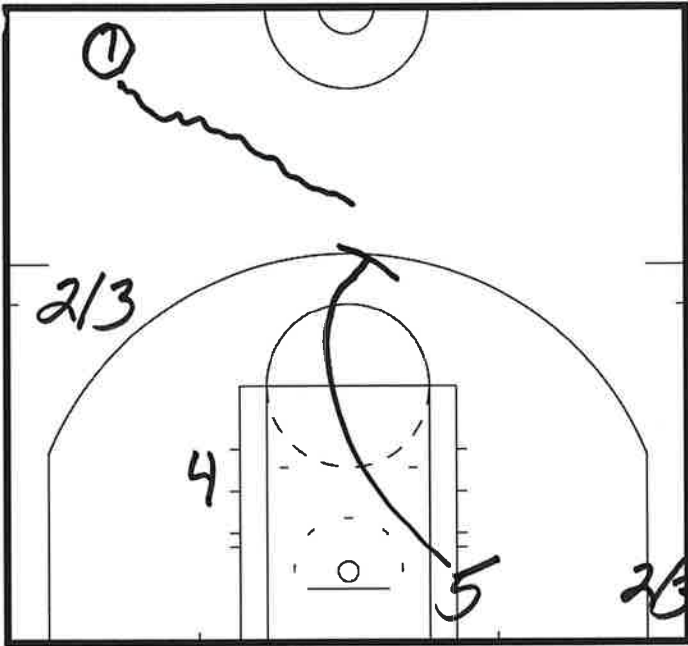
Wittman EOG LOB



1 backpick 4, 4 to rim/corner
5 gets 2, 2 to rim

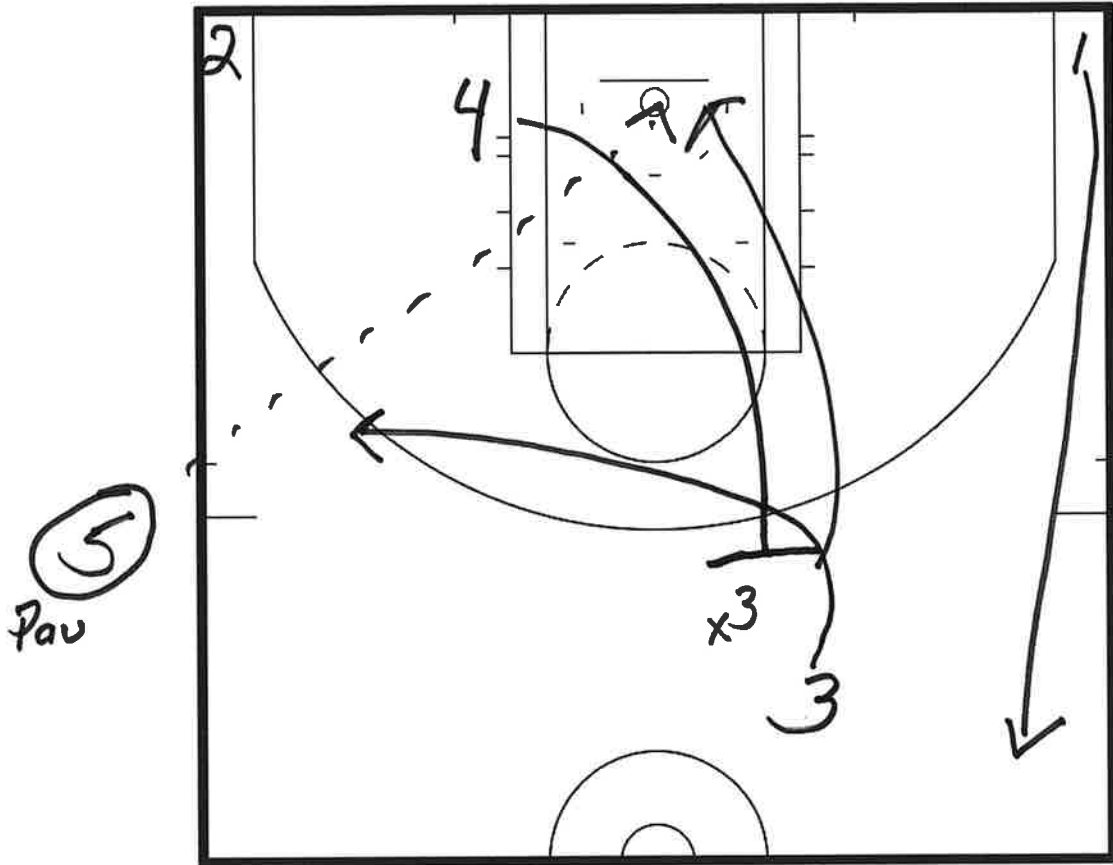


ATO HPR w/ flare

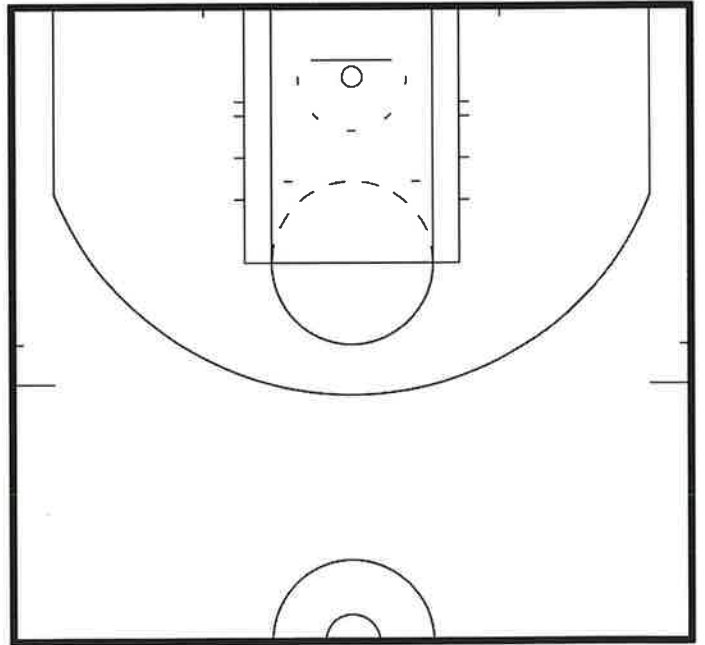
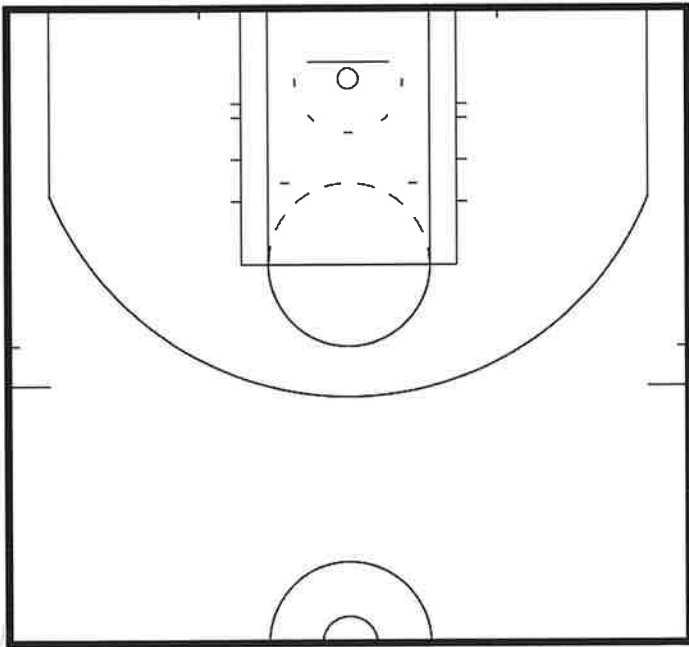


SOB

SPURS NEED 2 LOB

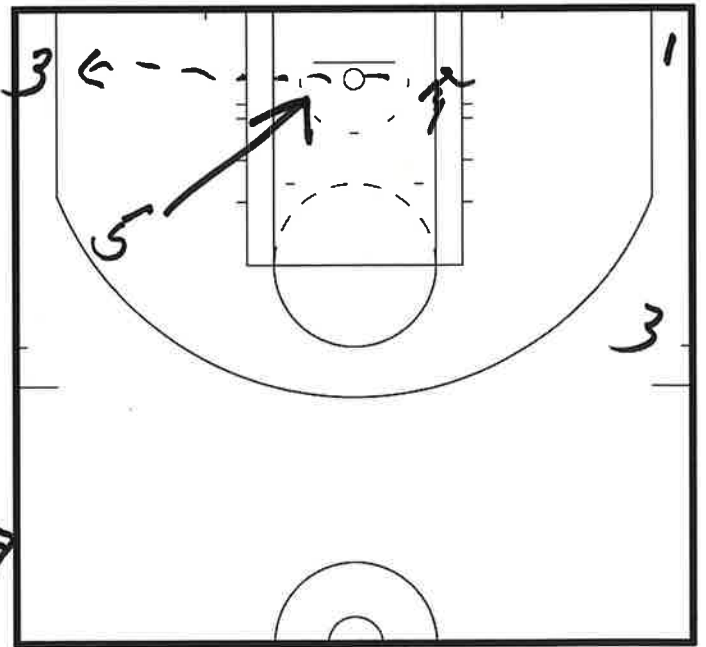
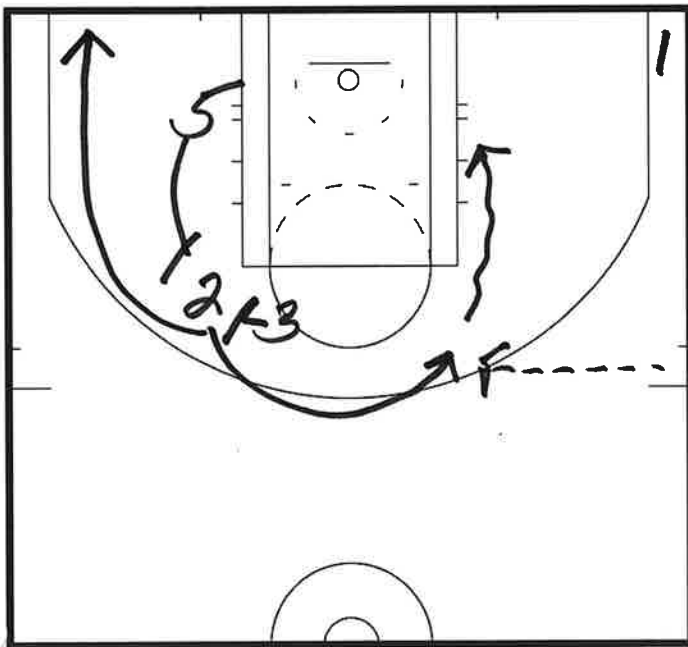
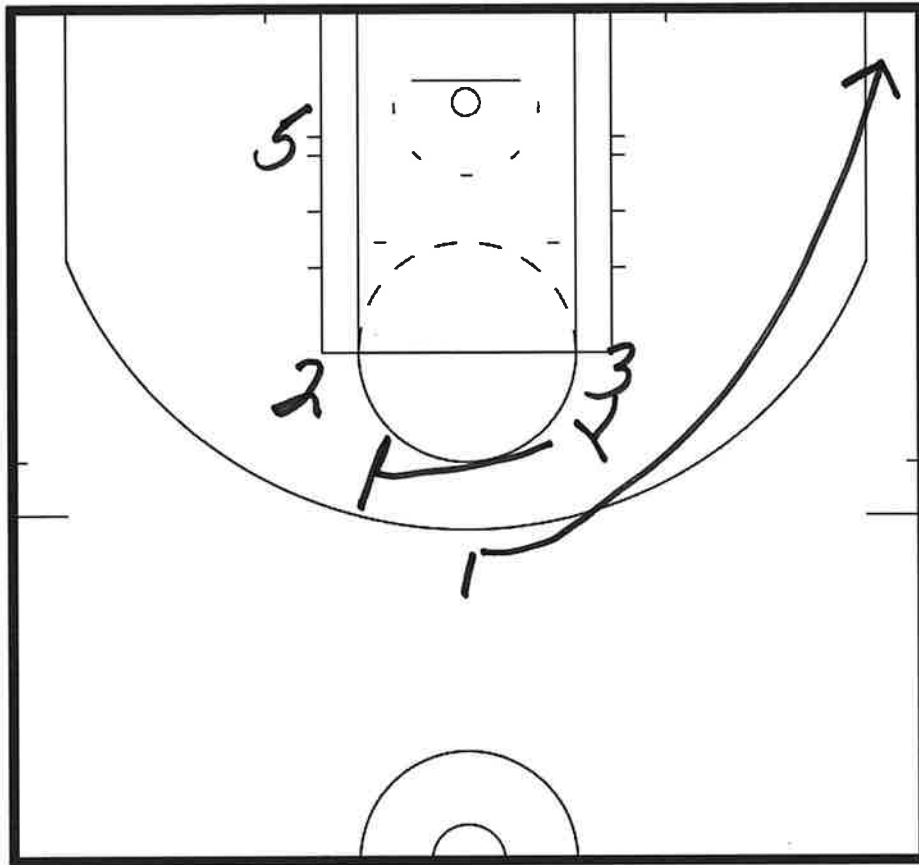


4 backscreens 3, 1 sprints to $\frac{1}{2}$ court
3 comes to ball, not to rim. 4 to Rim.



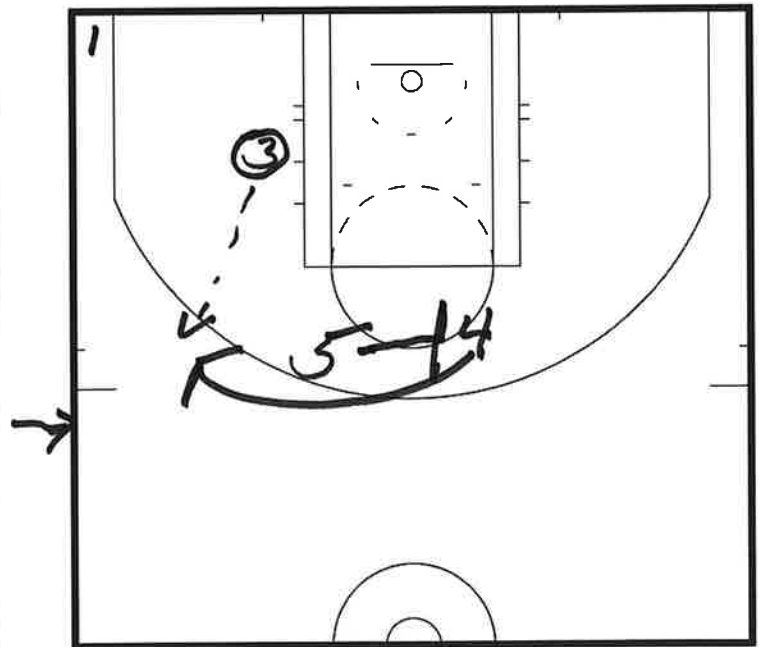
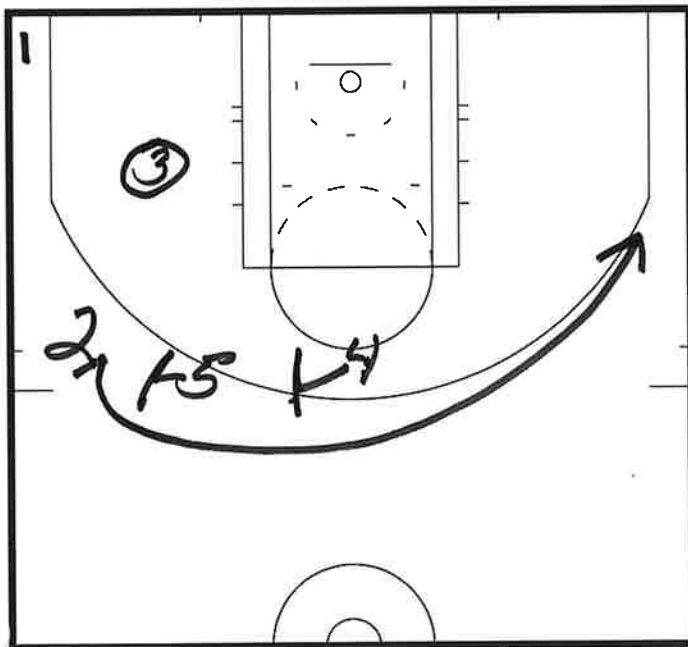
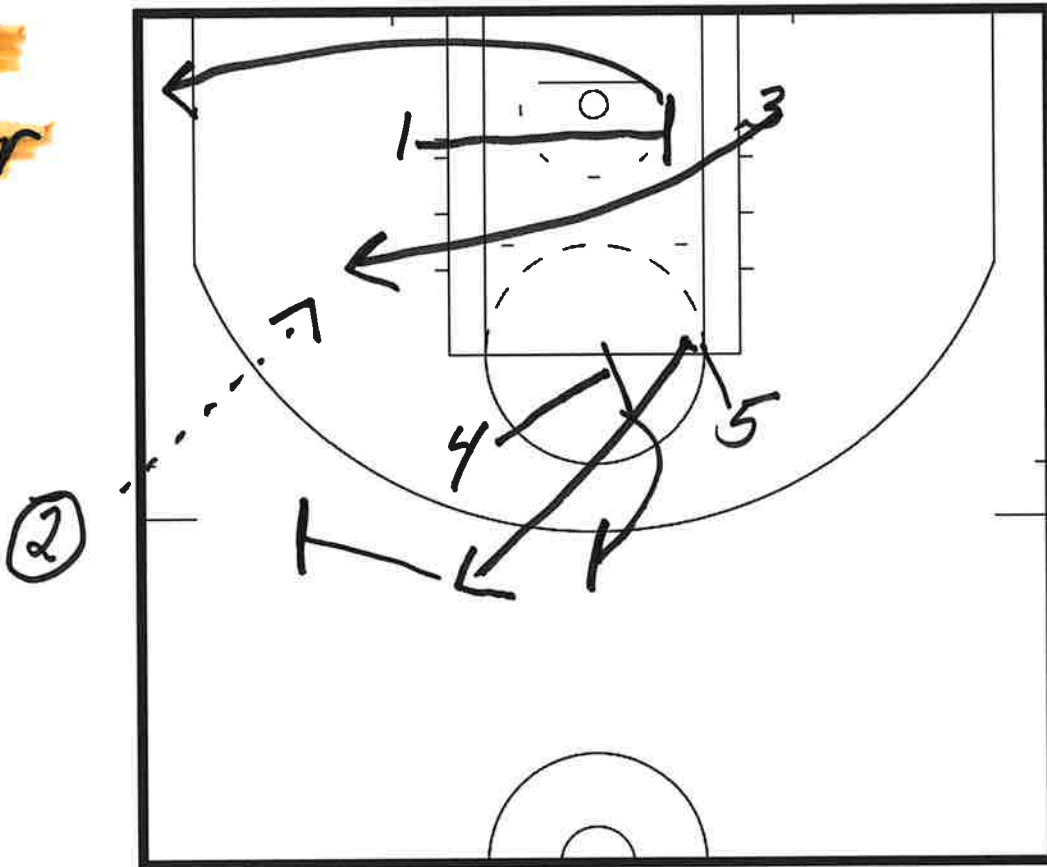
EOG -

Guard Hammer: Witt.



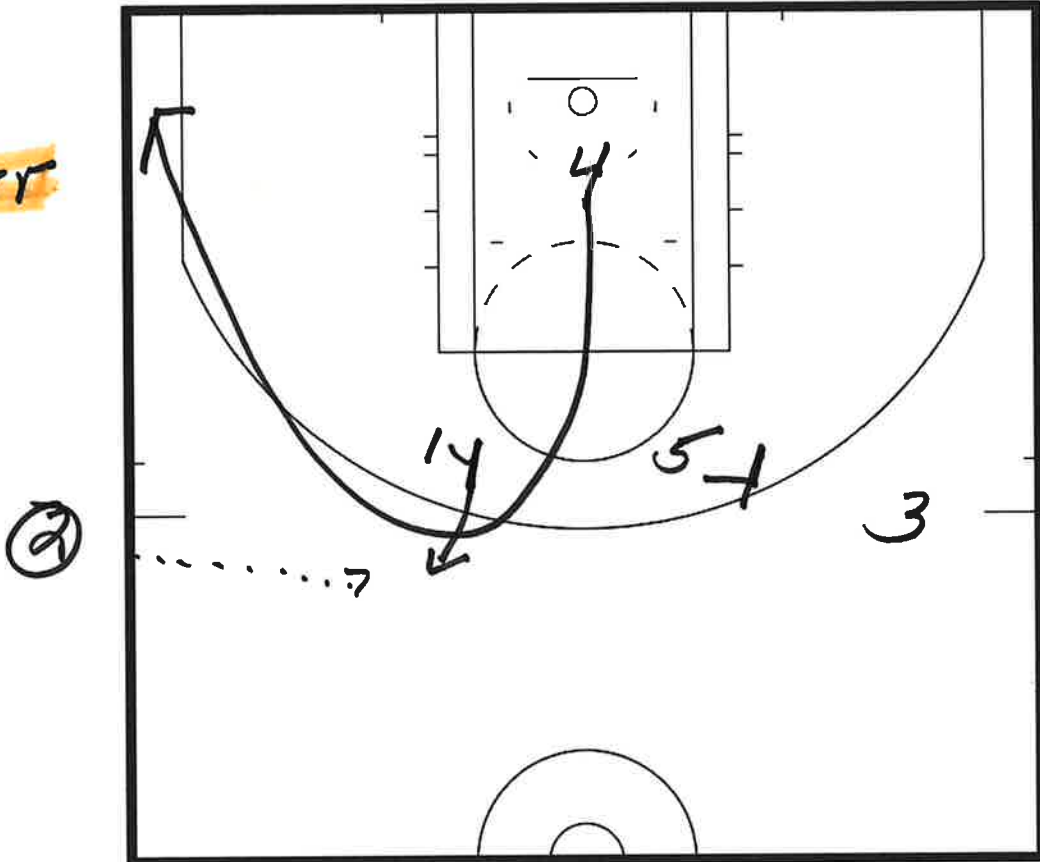
Witt: SOB EOG

W is a
Shooter

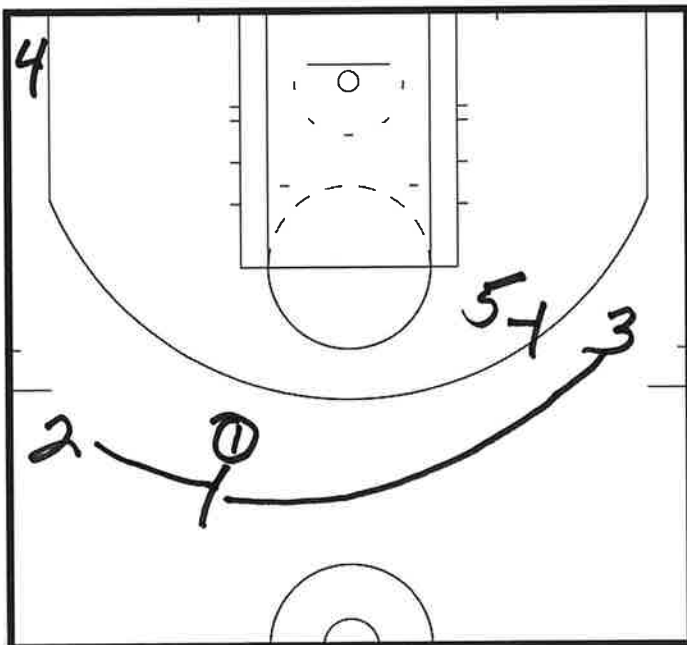


Witt: SOB, EOG, Need 3

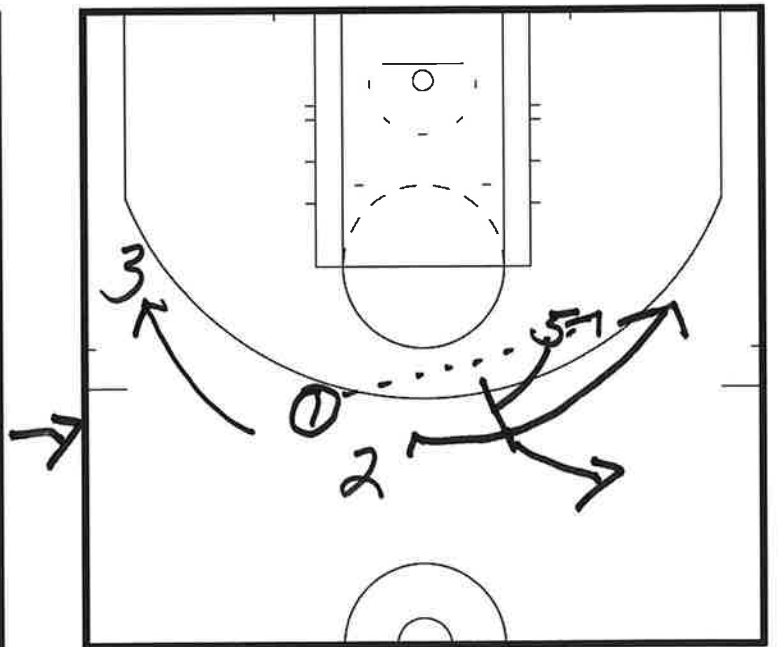
5 = Shooter



4 curls off 1 to corner. 1 then gets pass from 3.

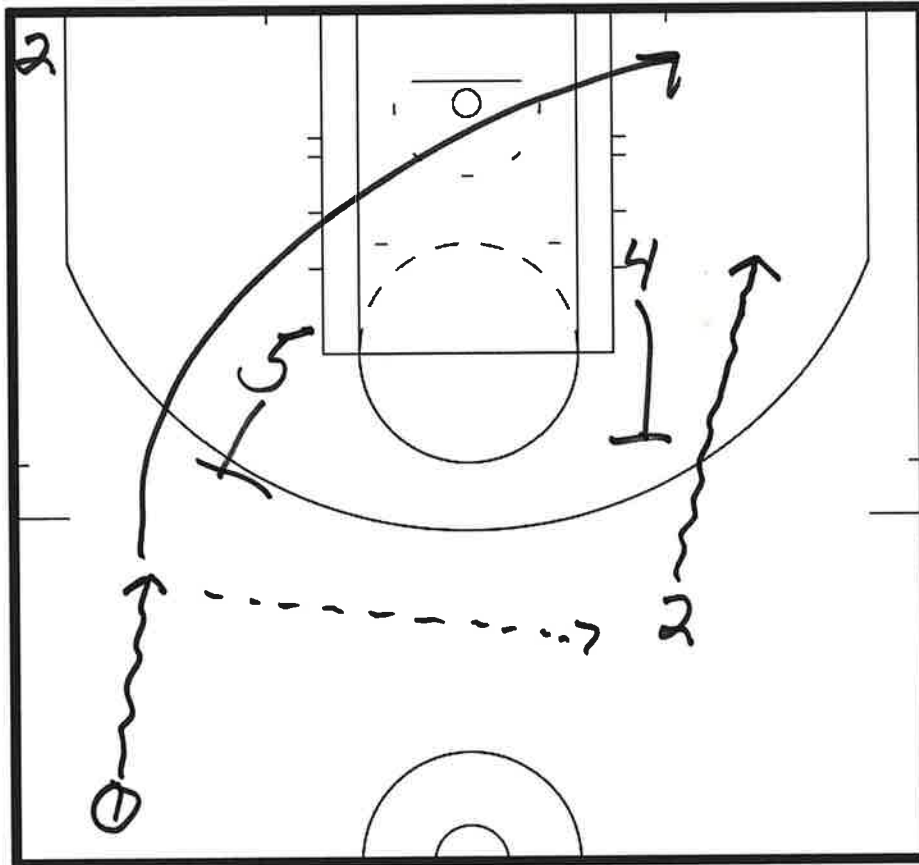


5 gets 3, 2 brush 3.

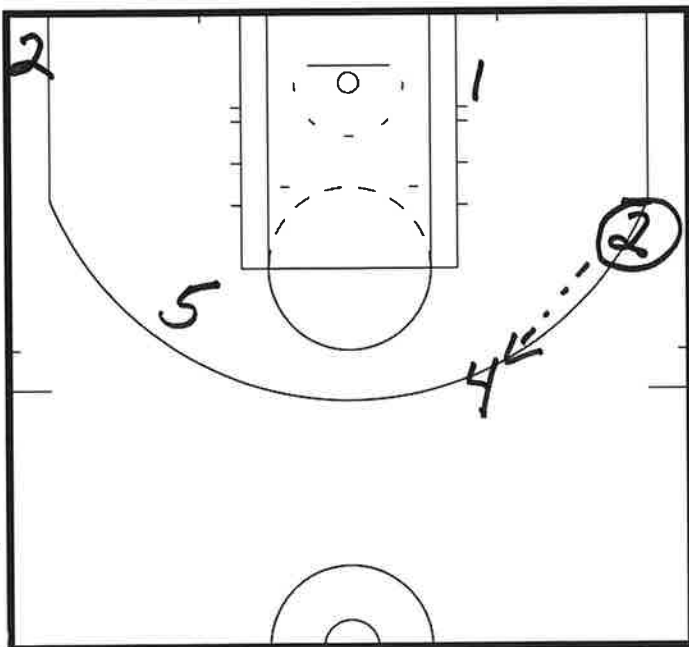


5 flares 2
5 Pops

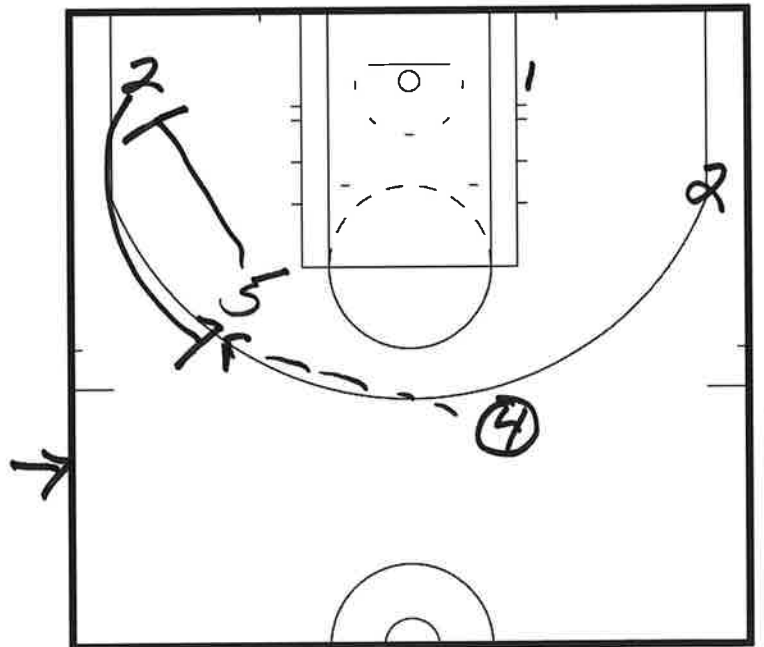
Elbow Swing Down



1 hits 2. 2/4 StepUp. 5 pick 1 to post.



2 back to 4

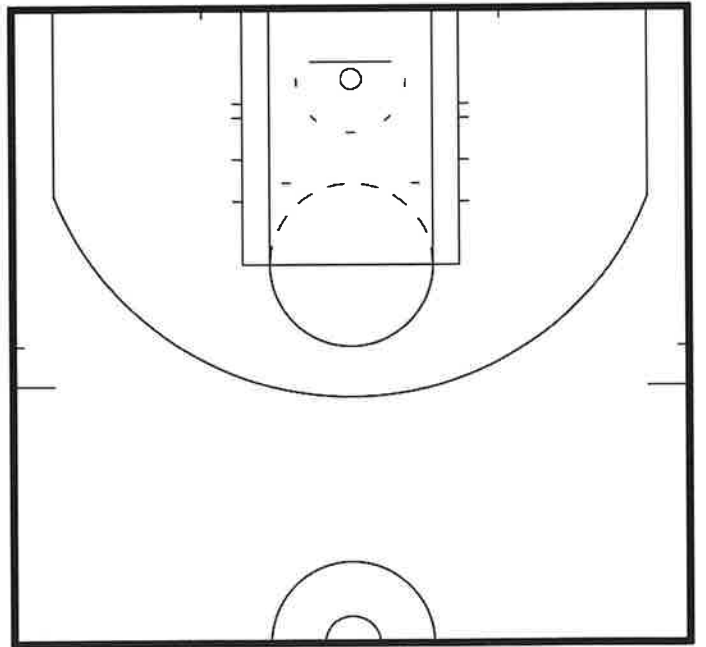
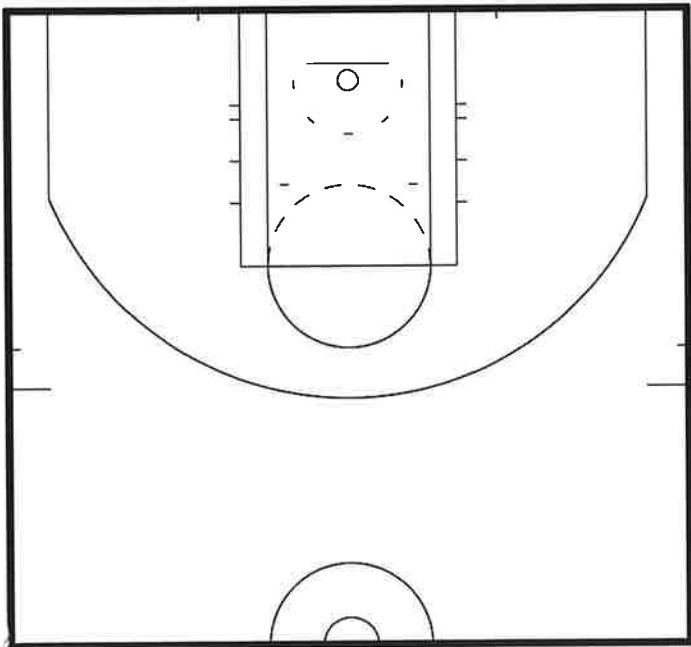
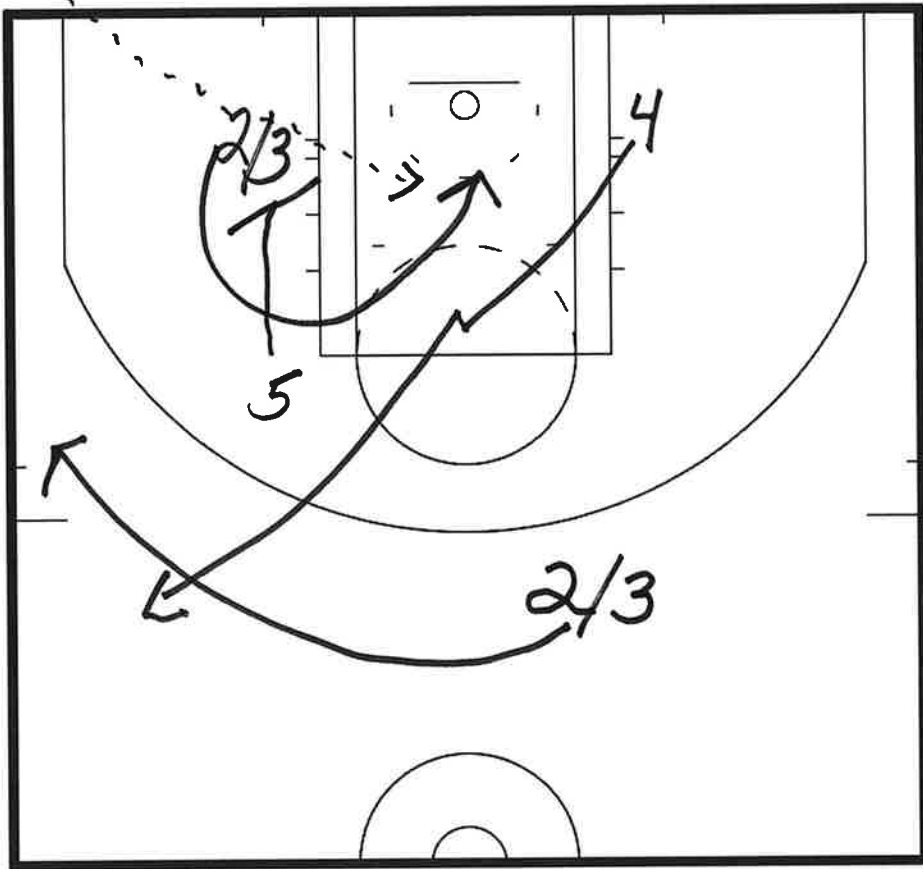


5/2 pin.

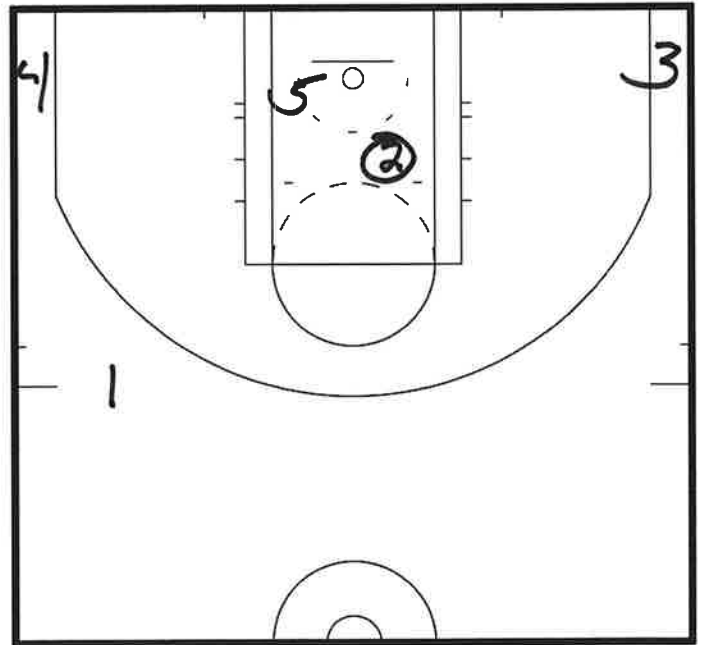
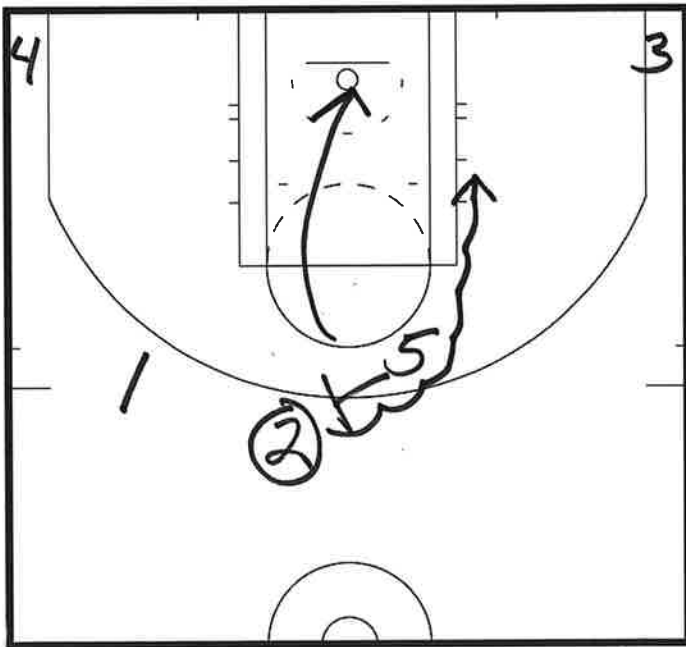
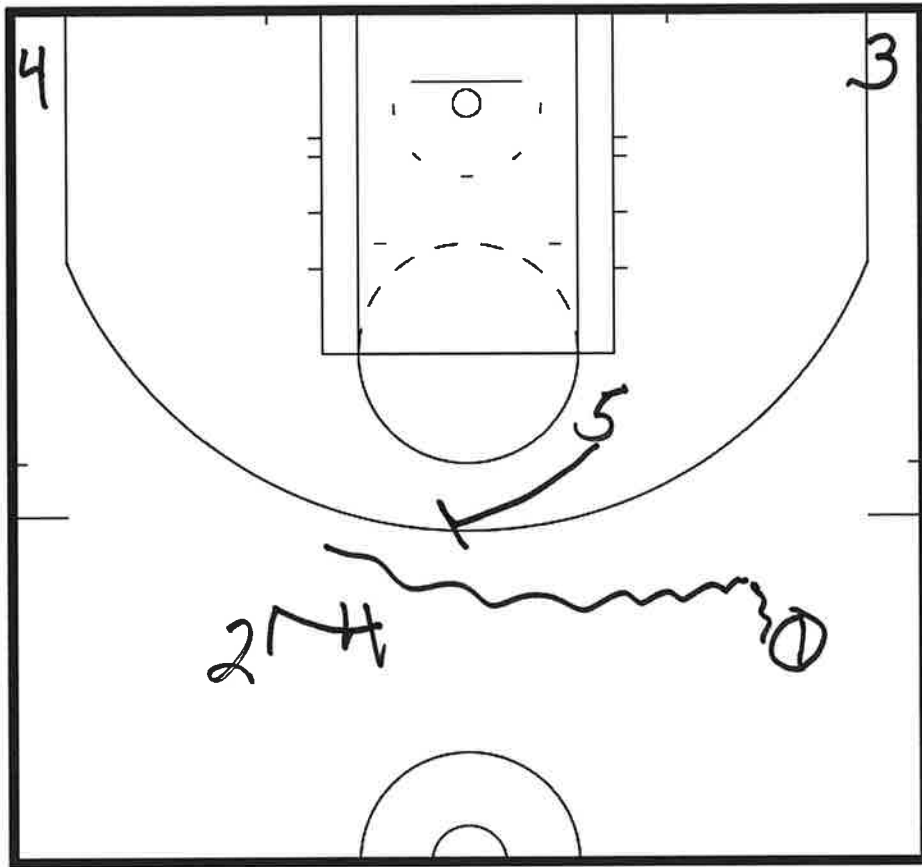
Deep
Corner
LOB

LOB

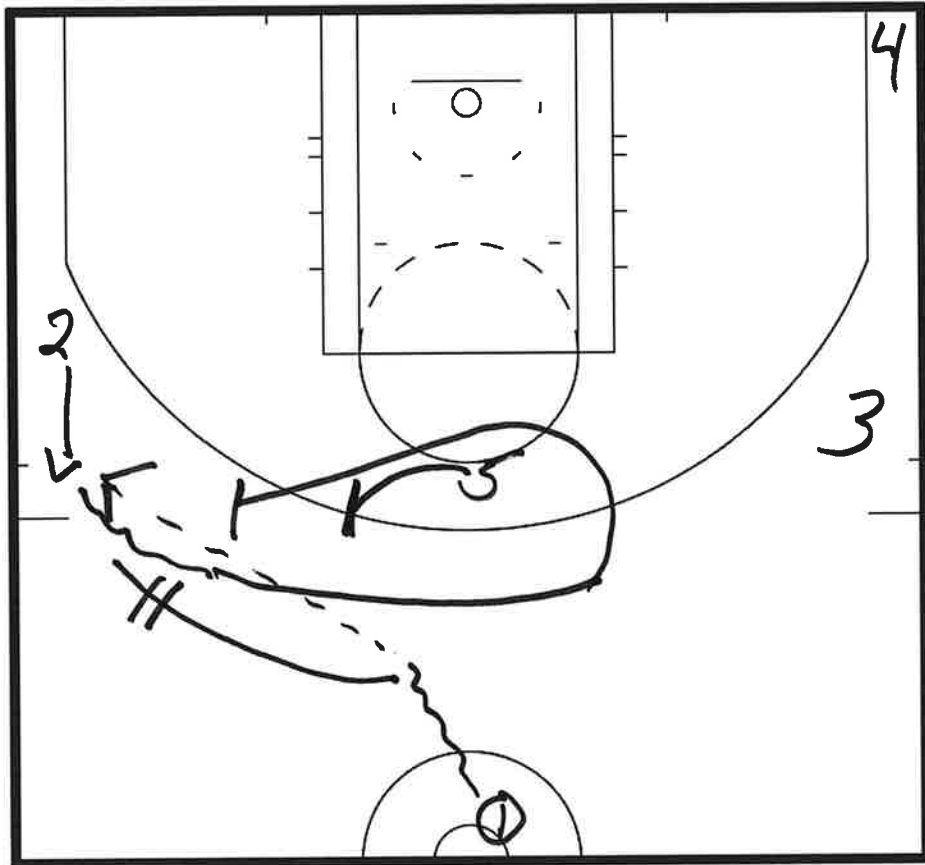
①



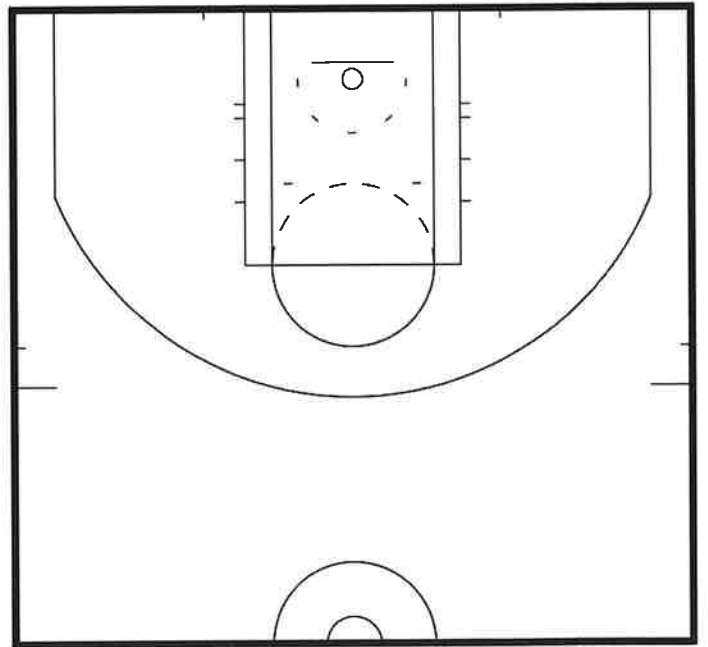
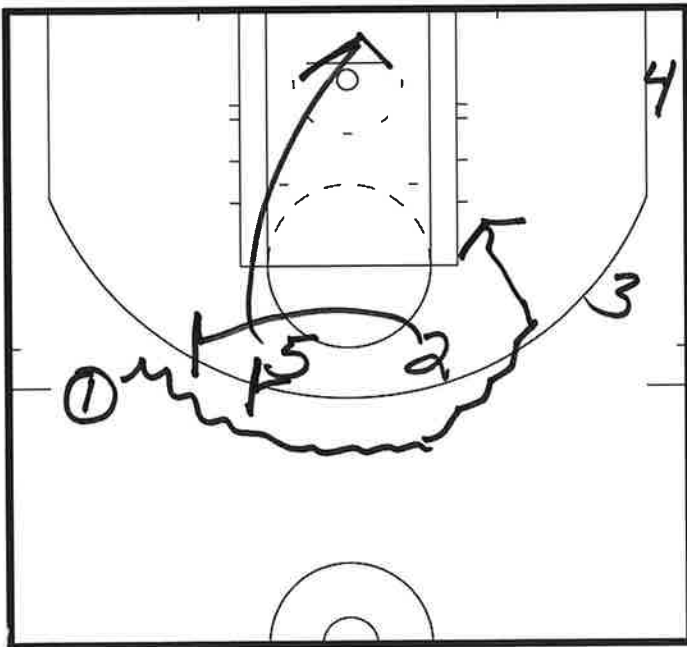
15 Touch



ATO - OK Small Touch

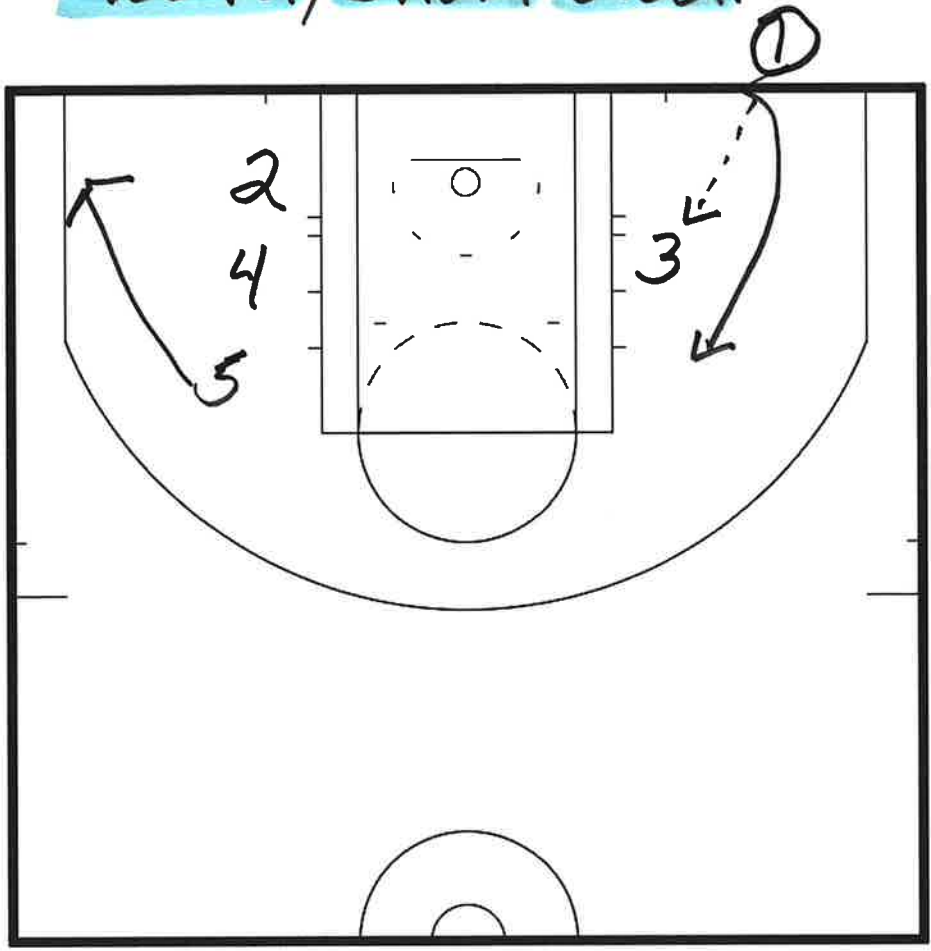


Touch action.

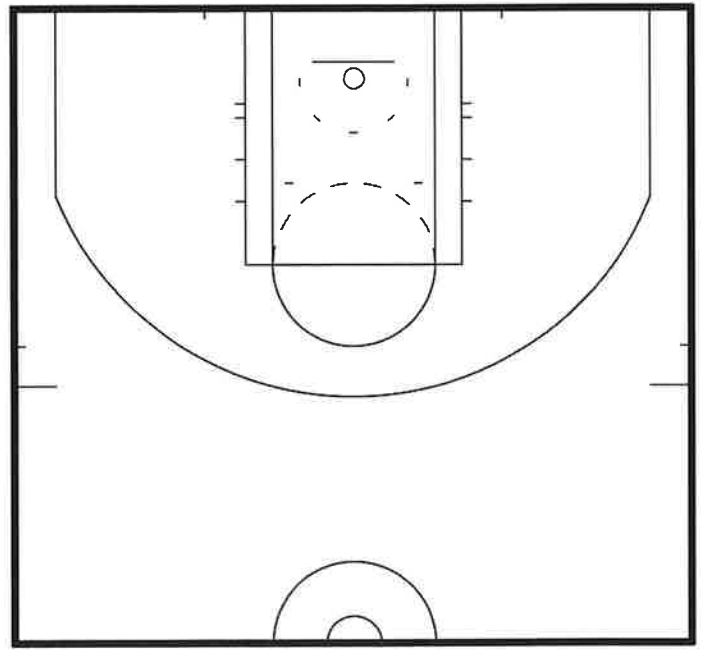
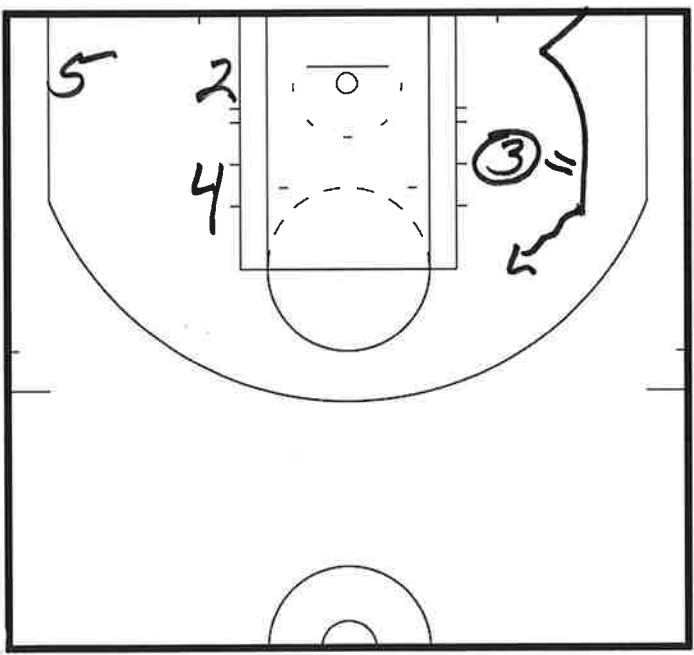


BOB

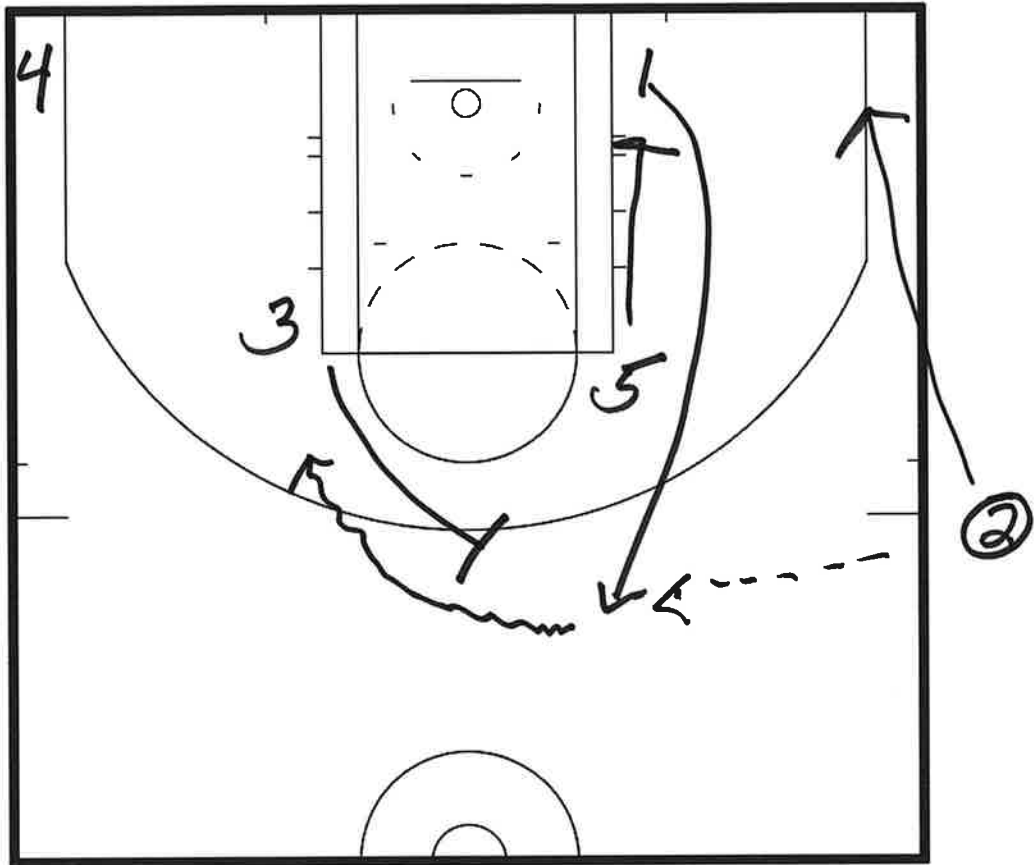
Need 2, short clock



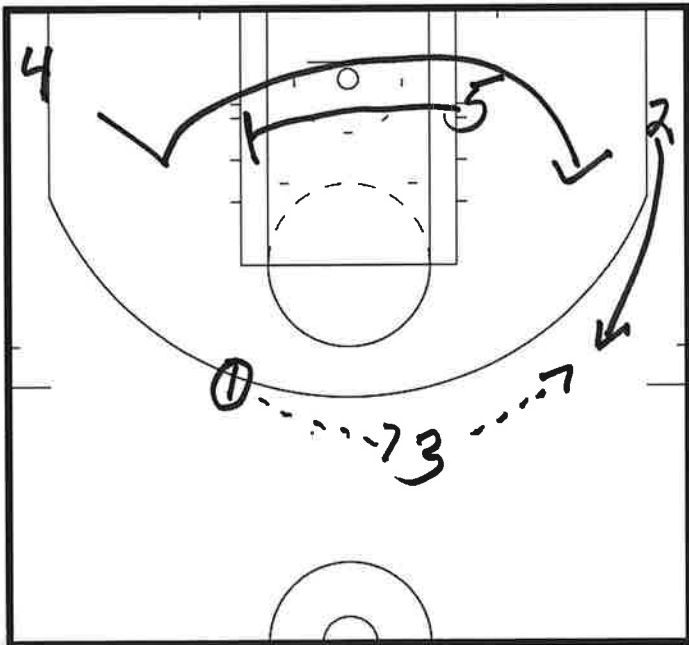
Hand Back



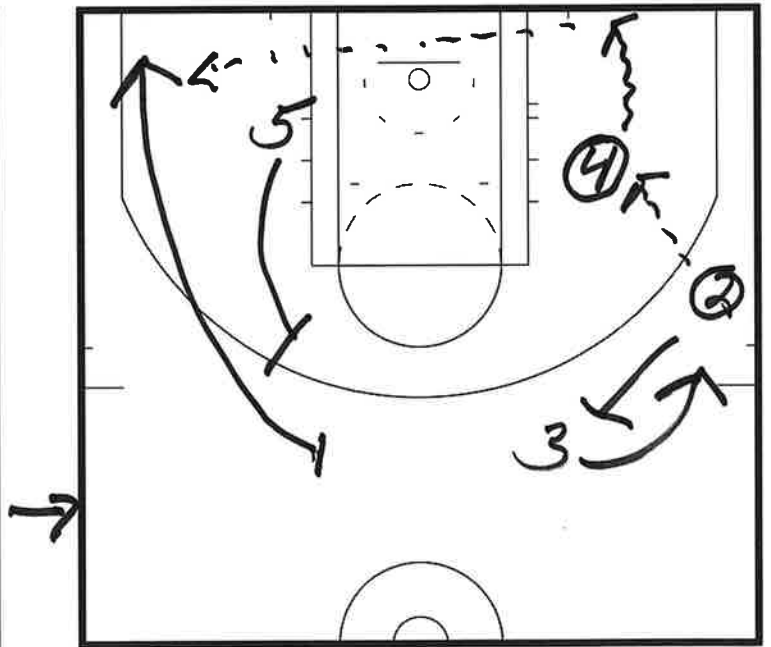
SPURS ATO Post+Hammer



Zipper / up. 1/3 HPR.



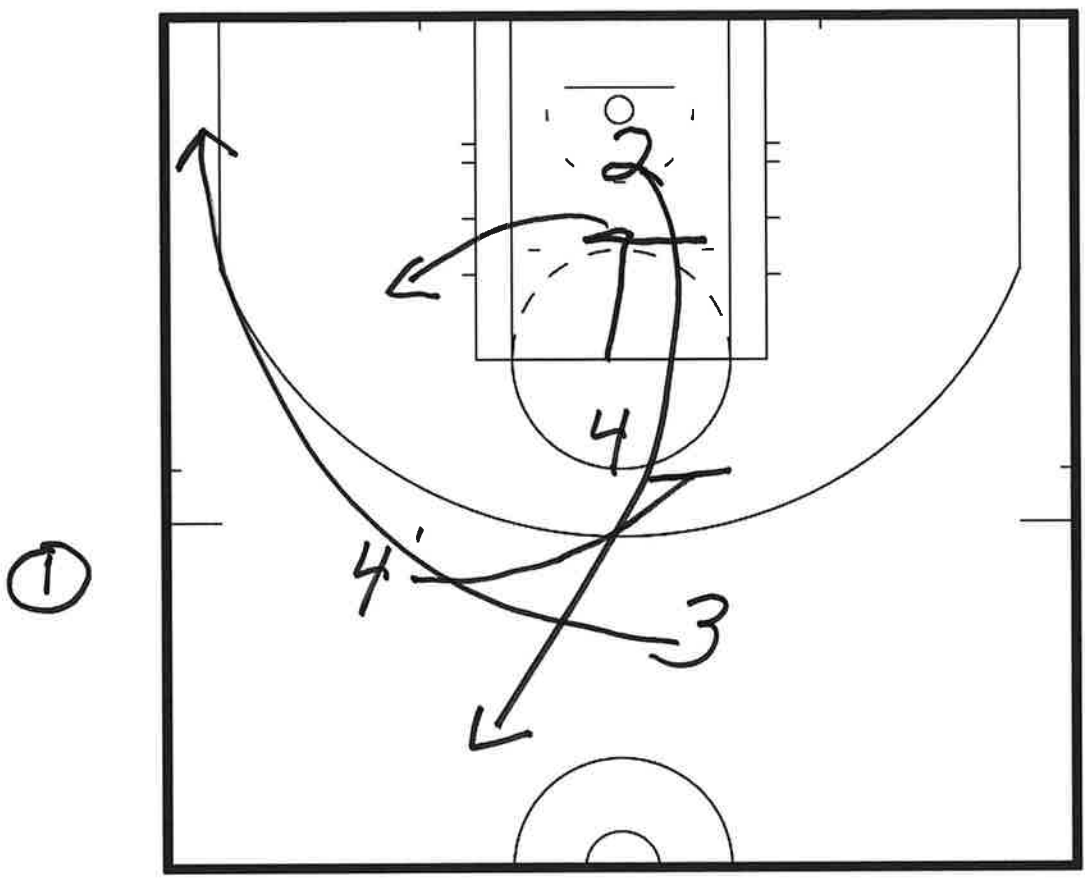
1 back to 3.
5 screens 4. 3 hits 2



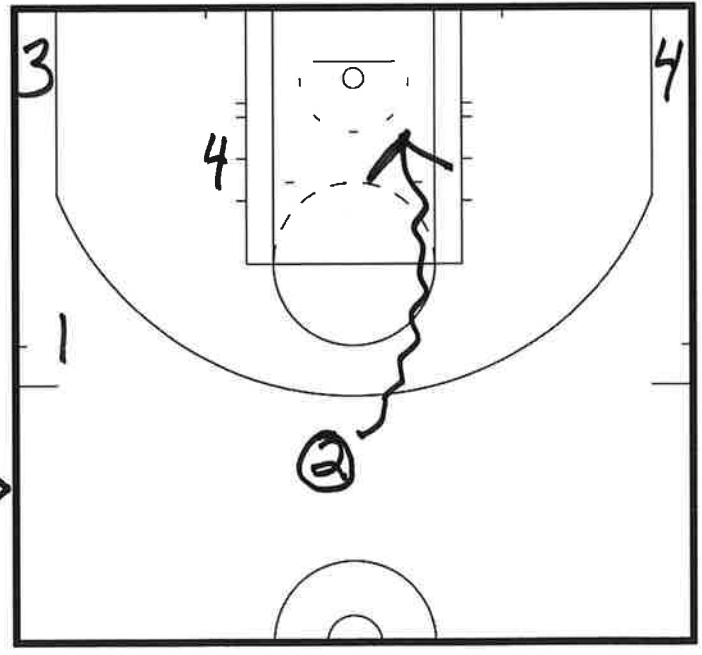
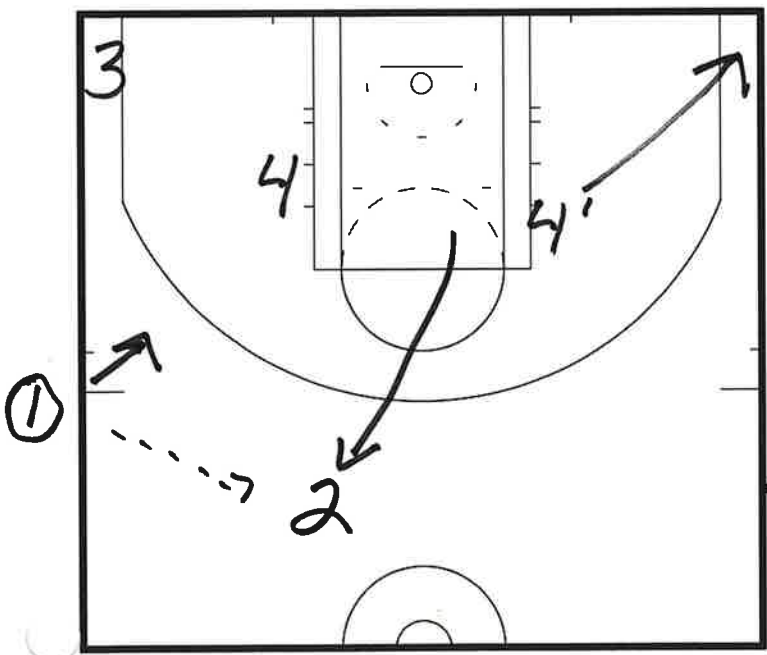
2 hits 4 off block
4 hammer for 1

SOB

NEED 2, Rt. hand Driver



2 is driver, 4' must be shooter



SOB

Need 2, left hand driver

