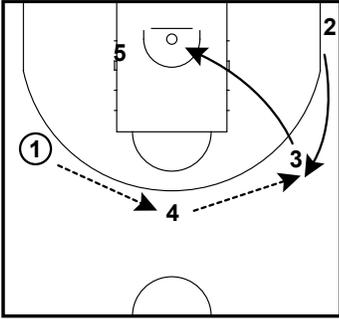


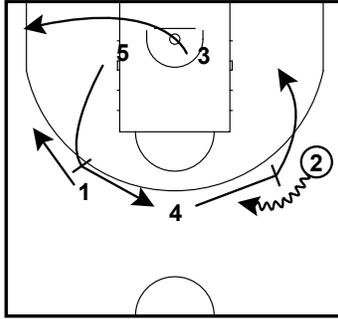


TRANSITION

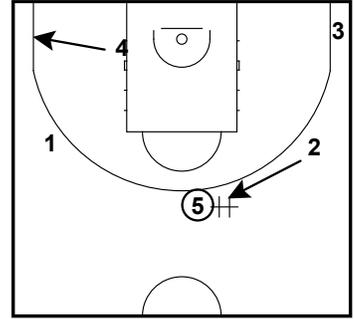
TRANSI
Transition



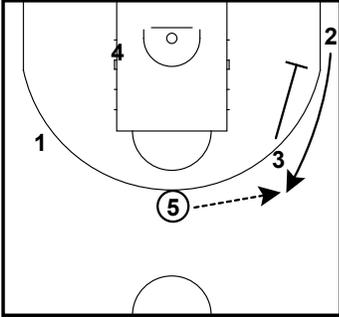
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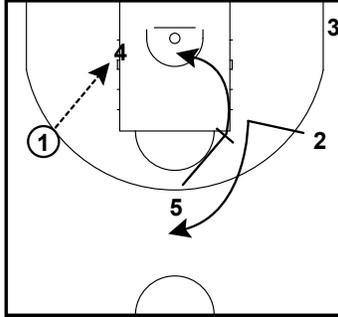
TRANSI
Transition



TRANSI
Transition

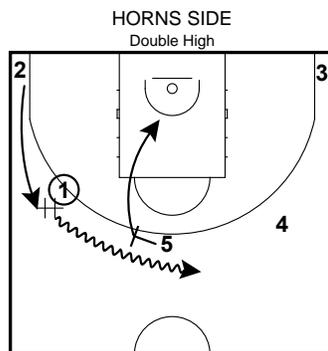
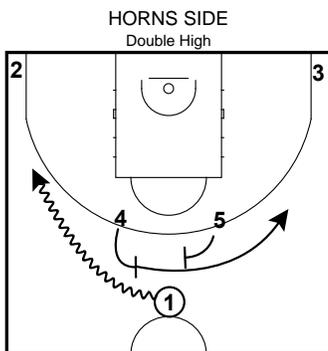
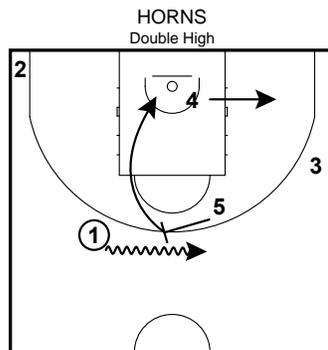
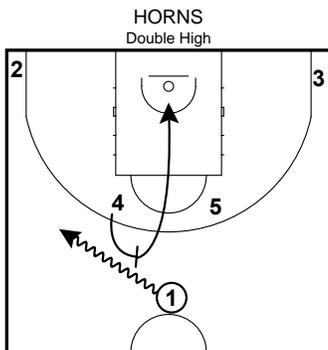
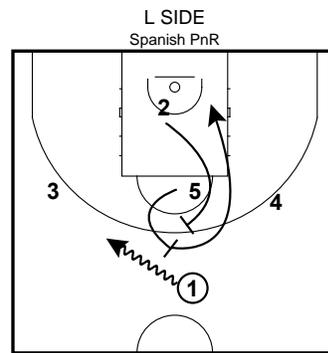
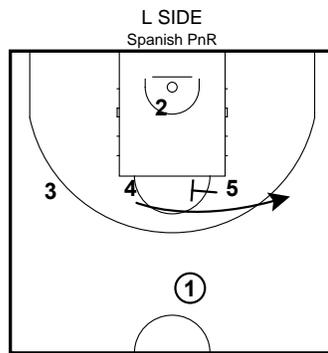
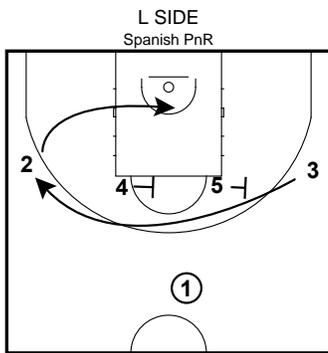
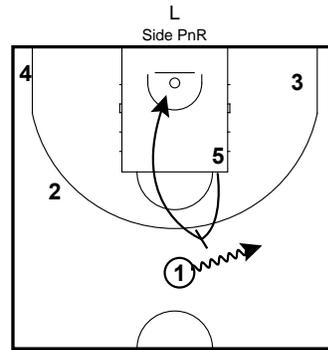
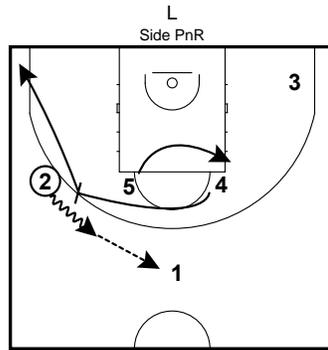
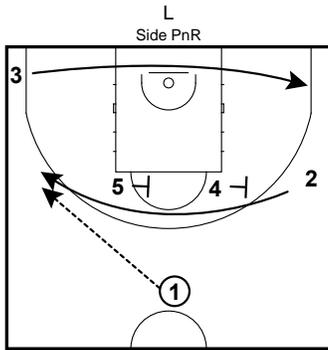


TRANSI
Transition



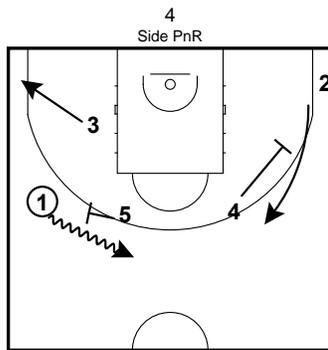
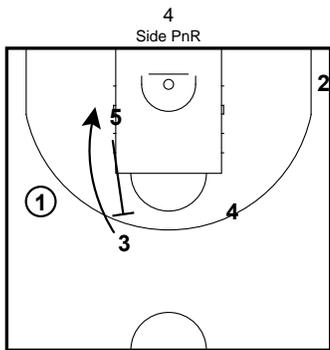
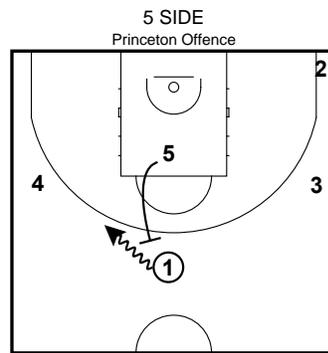
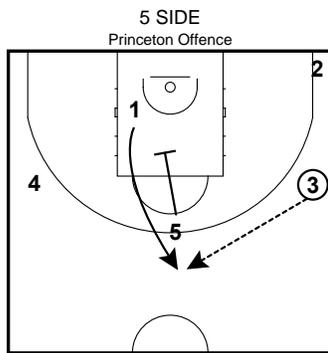
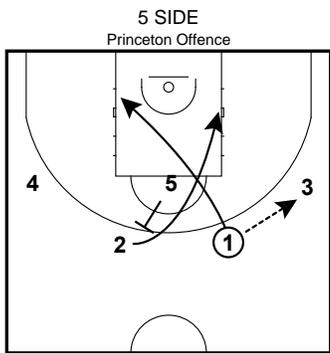
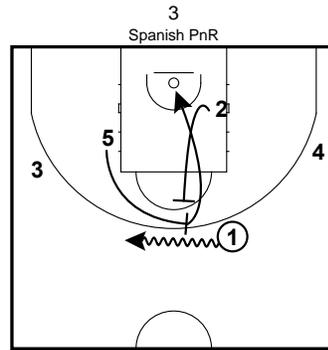
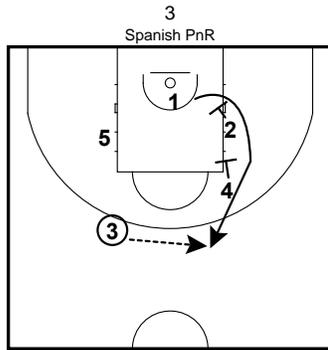
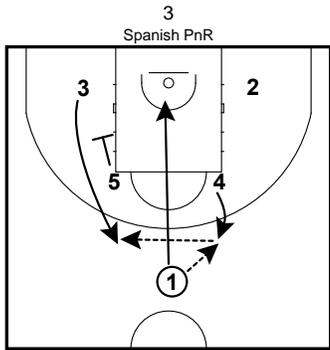


PNR





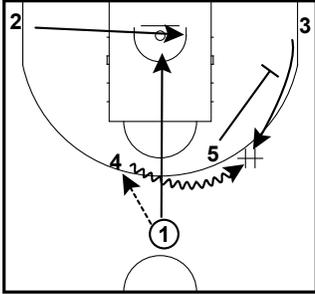
PNR



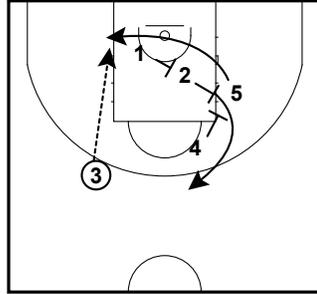


POST UP

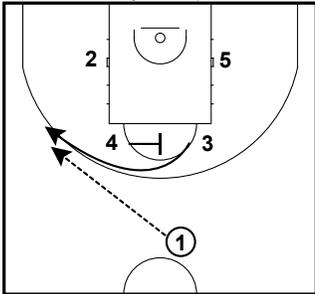
GIRO DOWN
Bigs Post Up



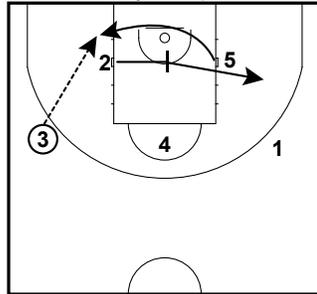
GIRO DOWN
Bigs Post Up



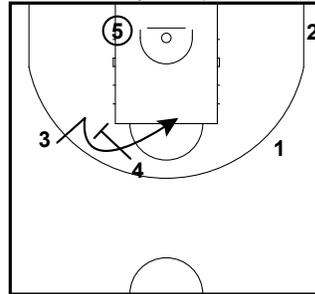
SHOULDER
Bigs Post Up



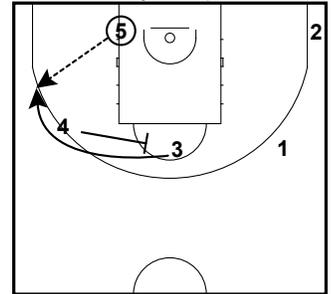
SHOULDER
Bigs Post Up



SHOULDER
Bigs Post Up



SHOULDER
Bigs Post Up

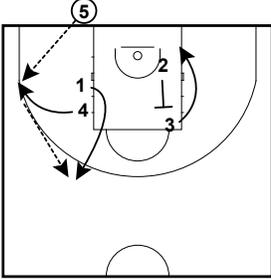


NO Screen the screener
Attention Kennedy 1vs1 in the middle with
right hand

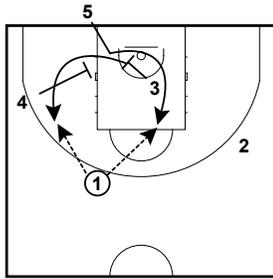


INBOUND PLAYS

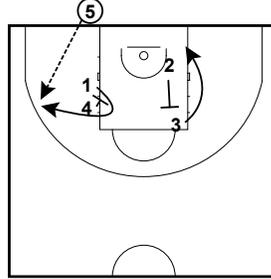
BLOB (for Big Man)
Base Line Out of Bounds



BLOB (for Big Man)
Base Line Out of Bounds

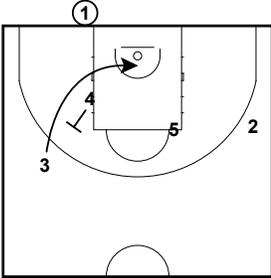


BLOB (for Big Man)
Base Line Out of Bounds

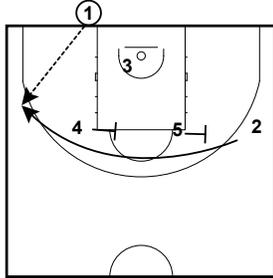


VAR Quick Shoot Spanghero

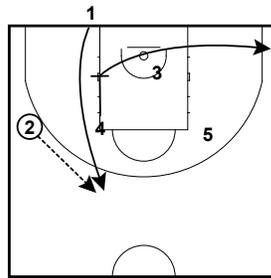
BLOB "Bamberg"
Base Line Out of Bounds



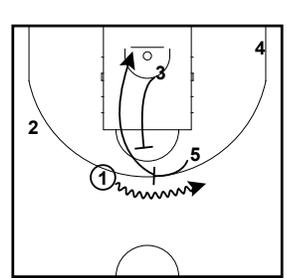
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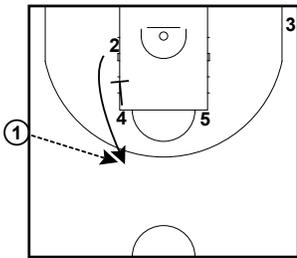
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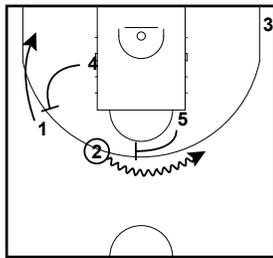
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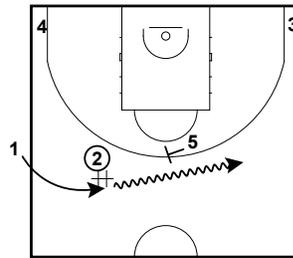
SLOB "OLD"
Side Line Out of Bounds



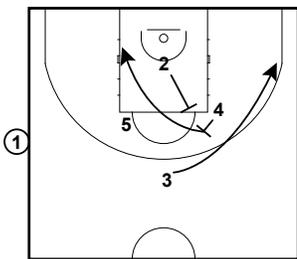
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Side Line Out of Bounds



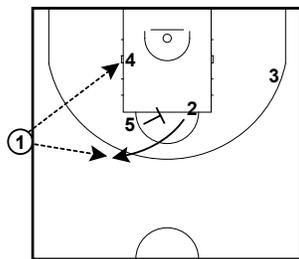
SLOB "OLD"
Side Line Out of Bounds



SLOB "NEW"
Side Line Out of Bounds

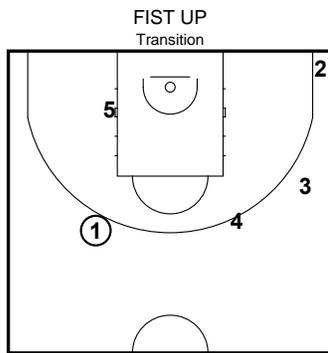
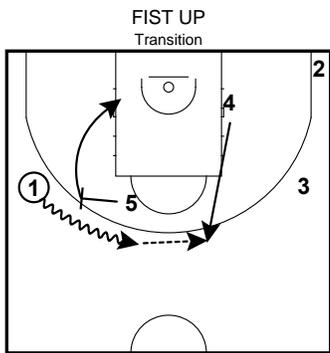
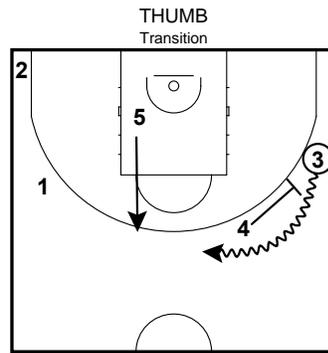
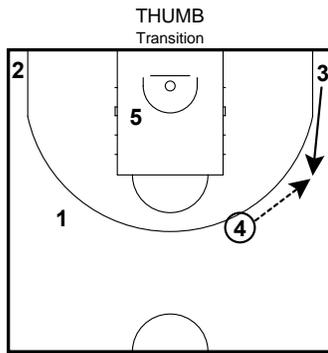
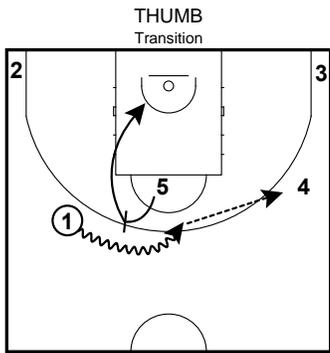


SLOB "NEW"
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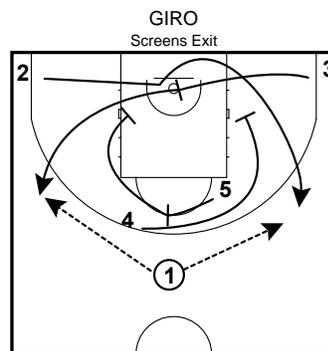
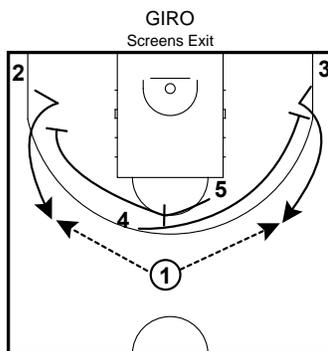
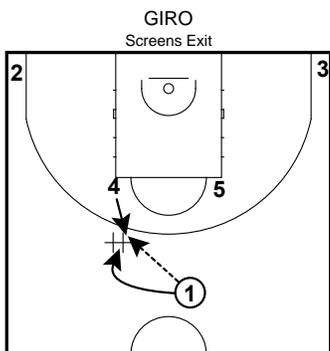
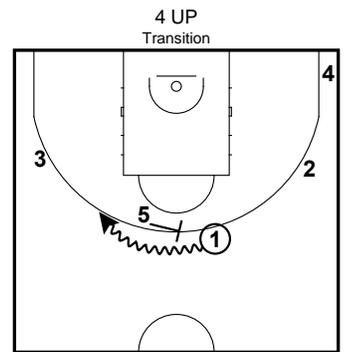
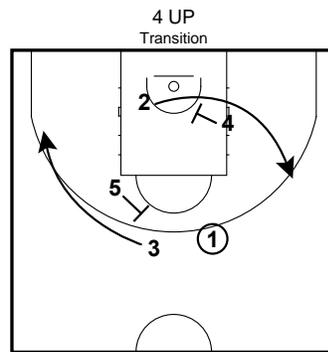
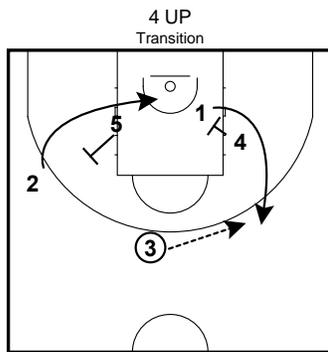
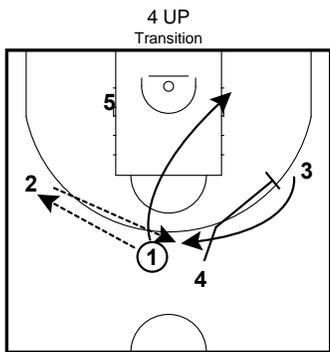




TRANSITION



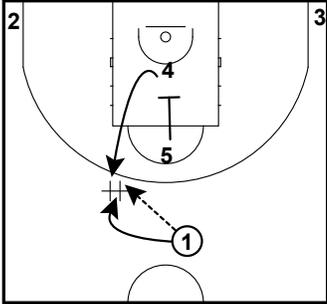
Attenzione Lawson può fare POP



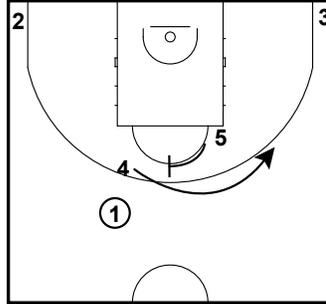


PNR

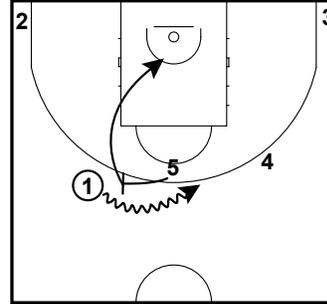
HORNS UP
Double High



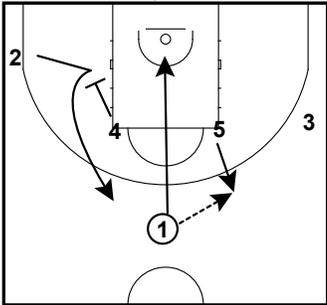
HORNS UP
Double High



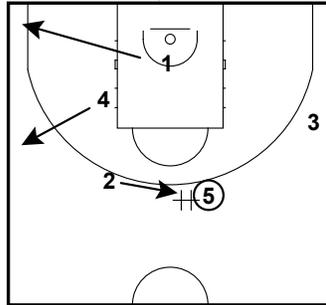
HORNS UP
Double High



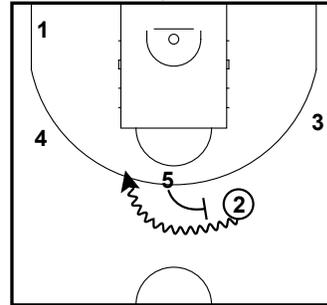
FLASH
Top PnR



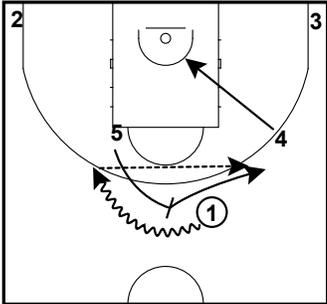
FLASH
Top PnR



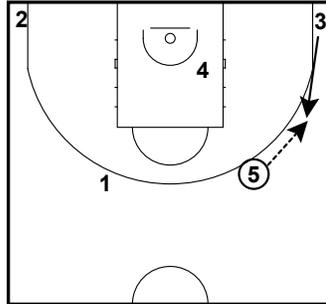
FLASH
Top PnR



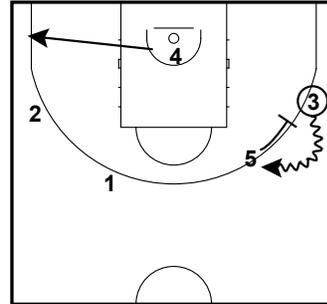
ELLE
Top PnR



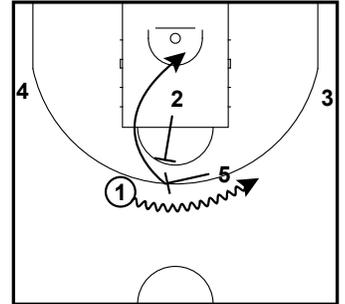
ELLE
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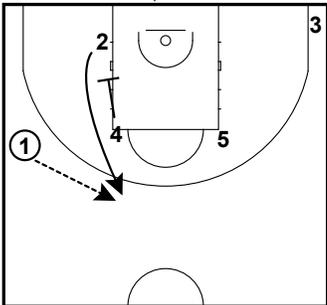
ELLE
Top PnR



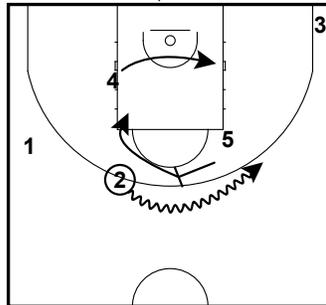
ELLE SIDE
Spanish PnR



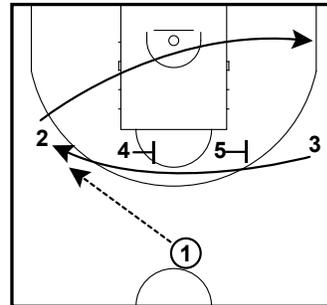
CHEST
Top PnR



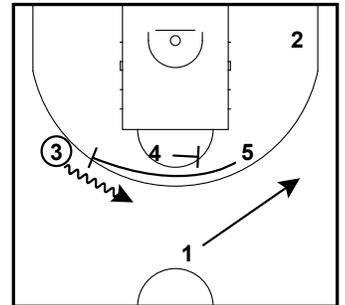
CHEST
Top PnR



2 UP
Side PnR

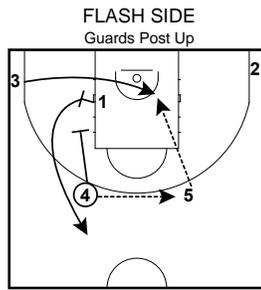
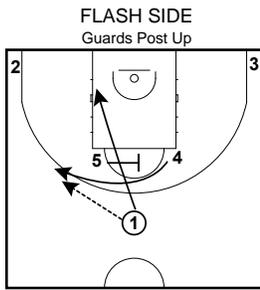


2 UP
Side PnR

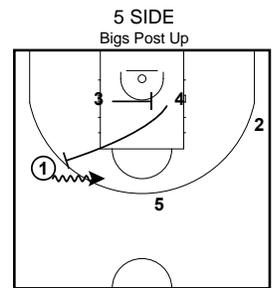
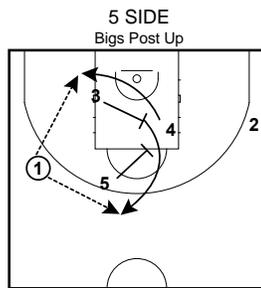
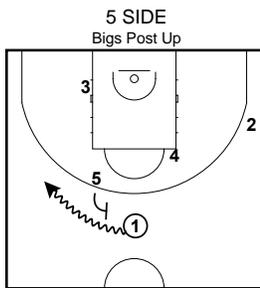
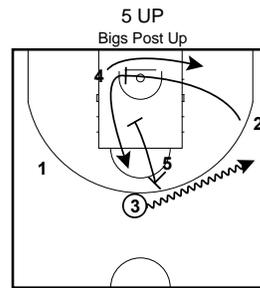
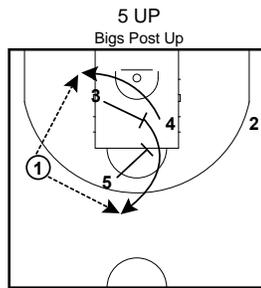
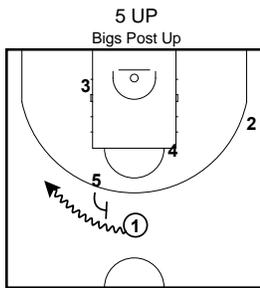




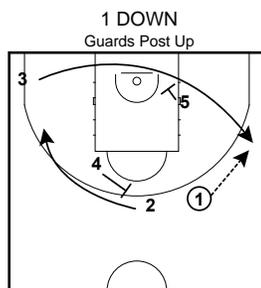
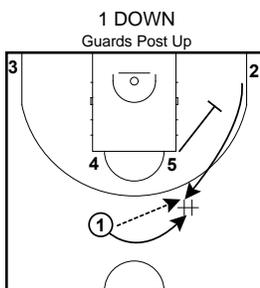
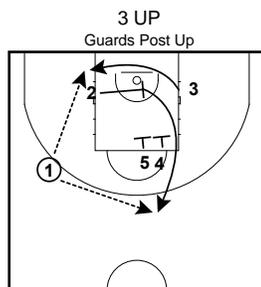
POST UP



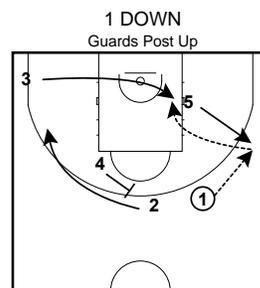
Raspino LP



Attention Maspero attack the rim immediately



Raspino LP

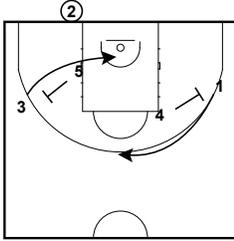


Raspino LP

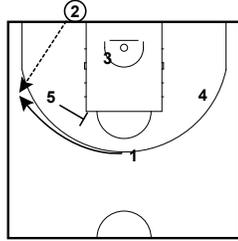


INBOUND PLAYS

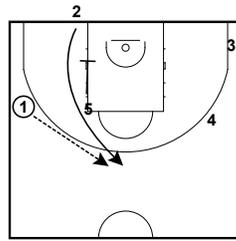
BLOB
Base Line Out of Bounds



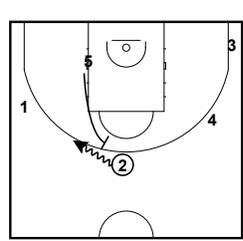
BLOB
Base Line Out of Bounds



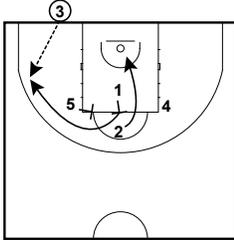
BLOB
Base Line Out of Bounds



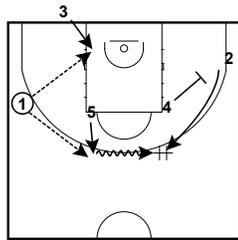
BLOB
Base Line Out of Bounds



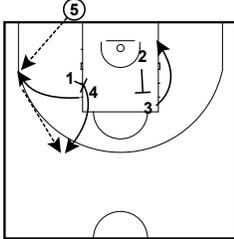
BLOB "1"
Base Line Out of Bounds



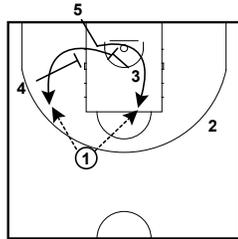
BLOB "1"
Base Line Out of Bounds



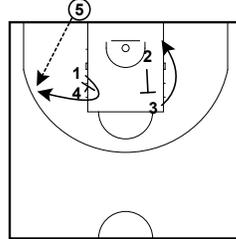
BLOB "5"
Base Line Out of Bounds



BLOB "5"
Base Line Out of Bounds



BLOB "5"
Base Line Out of Bounds

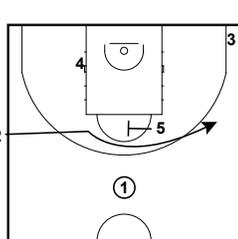


VAR Quick Shoot Spanghero

SLOB "1"
Side Line Out of Bounds



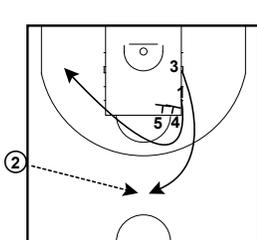
SLOB "1"
Side Line Out of Bounds



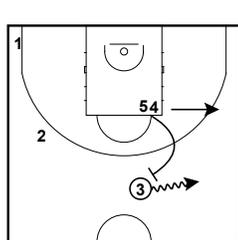
SLOB "1"
Side Line Out of Bounds



SLOB "4"
Side Line Out of Bounds



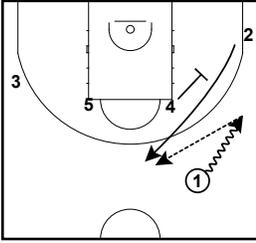
SLOB "4"
Side Line Out of Bounds





APU UDINE

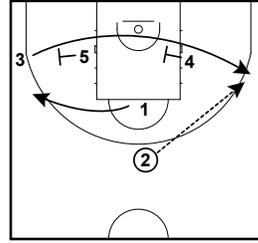
FIST DOWN
Screen Exits



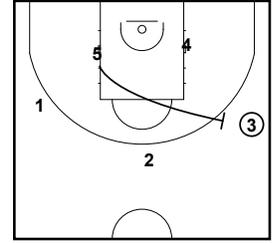
FIST DOWN
Screen Exits



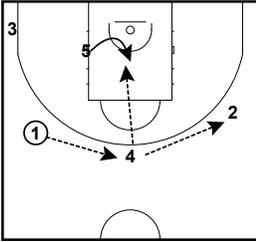
FIST DOWN
Screen Exits



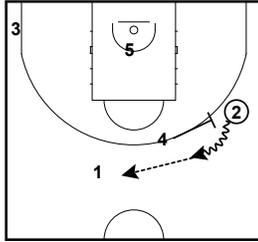
FIST DOWN
Screen Exits



HAND UP
Top PnR



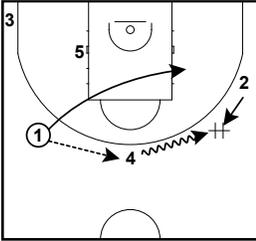
HAND UP
Top PnR



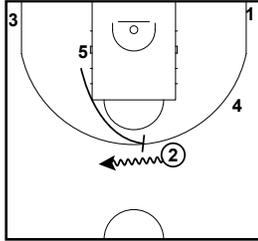
HAND UP
Top PnR



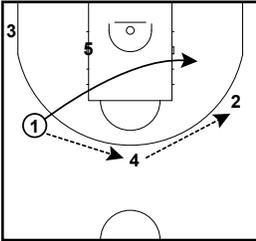
HAND DOWN
Top PnR



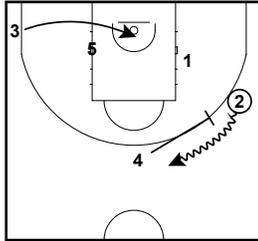
HAND DOWN
Top PnR



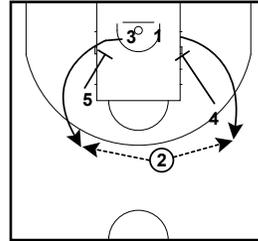
HAND SIDE
Screen Exits



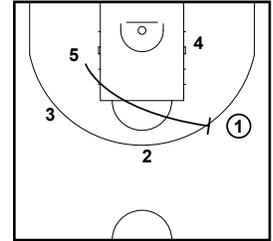
HAND SIDE
Screen Exits



HAND SIDE
Screen Exits

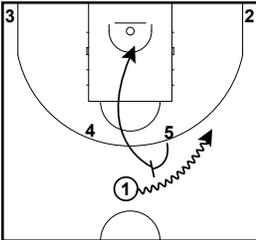


HAND SIDE
Screen Exits

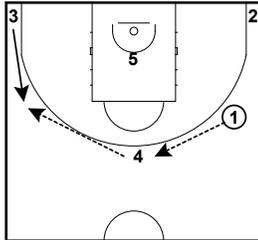


Guards can also screen each others

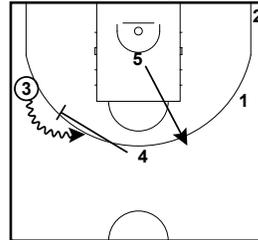
HORNS UP
Double High



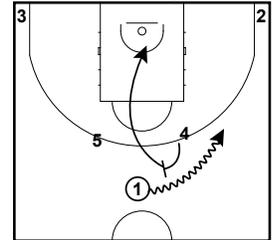
HORNS UP
Double High



HORNS UP
Double High



HORNS UP
Double High

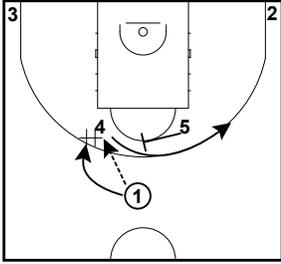


Also if #1 start with #4 Big Man rolls

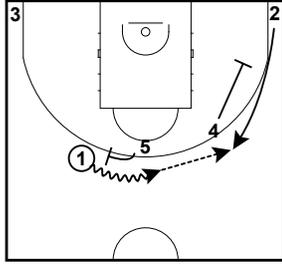


APU UDINE

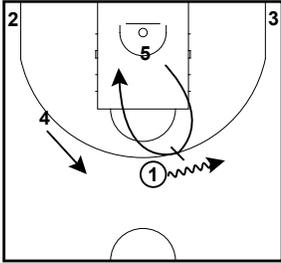
HORNS DOWN
Double High



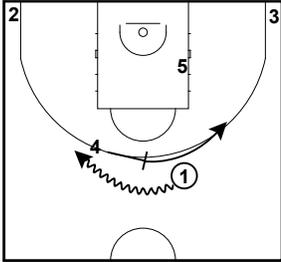
HORNS DOWN
Double High



THUMB UP
Top PnR



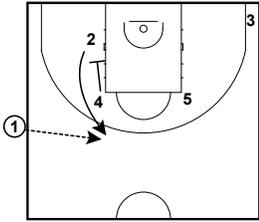
THUMB DOWN
Top PnR



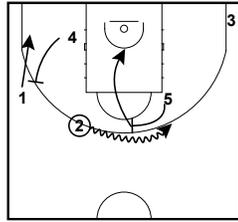


APU UDINE

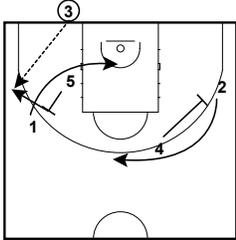
SLOB "FIST"
Side Line Out of Bounds



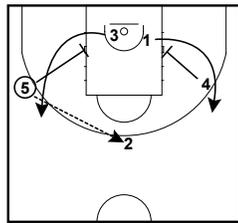
SLOB "FIST"
Side Line Out of Bounds



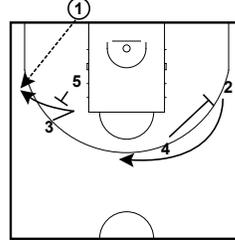
BLOB
Base Line Out of Bounds



BLOB
Base Line Out of Bounds

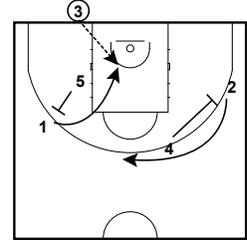


BLOB
Base Line Out of Bounds



Attention Cortese could shot

BLOB
Base Line Out of Bounds

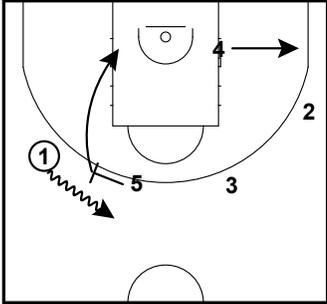


If they need a last second shot --> Alley-oop

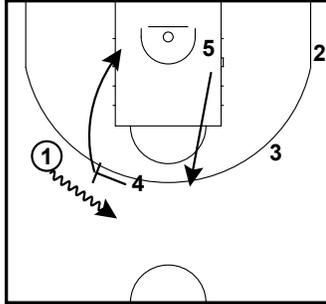


TRANSITION

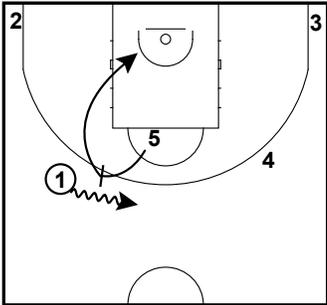
FIST
Transition



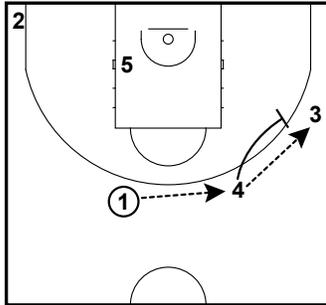
FIST
Transition



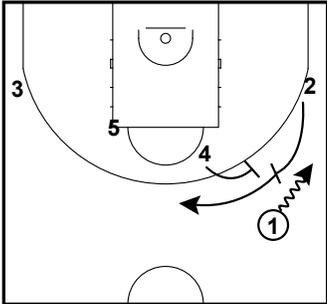
FIST SIDE
Transition



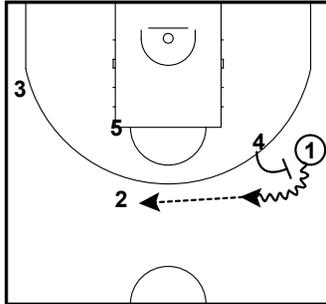
FIST SIDE
Transition



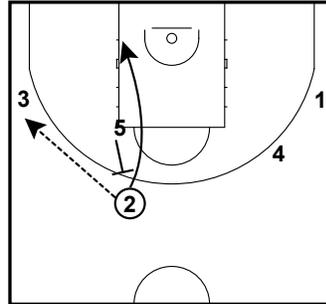
FLASH
Transition



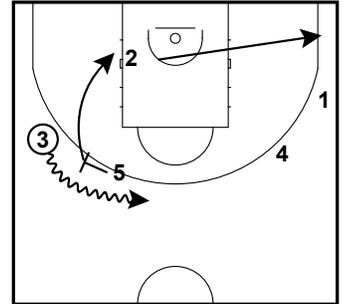
FLASH
Transition



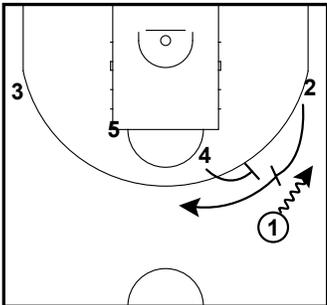
FLASH
Transition



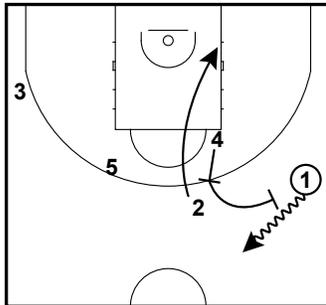
FLASH
Transition



FLASH SIDE
Transition



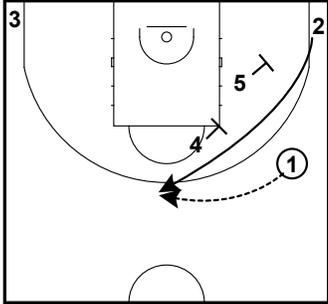
FLASH SIDE
Transition



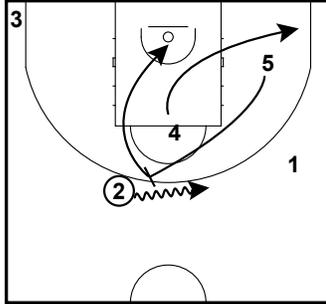


PnR

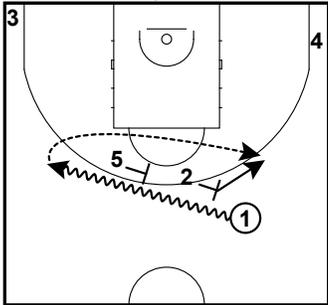
5 SIDE
Top PnR



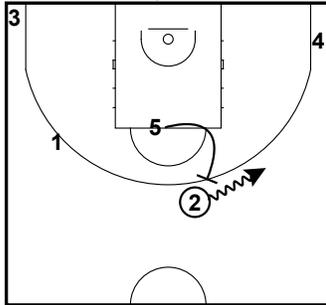
5 SIDE
Top PnR



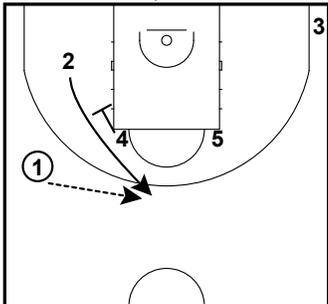
ELLE
Top PnR



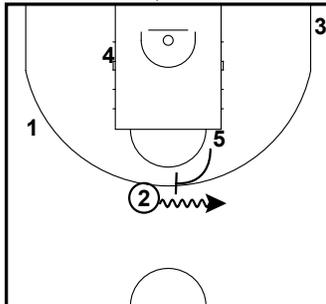
ELLE
Top PnR



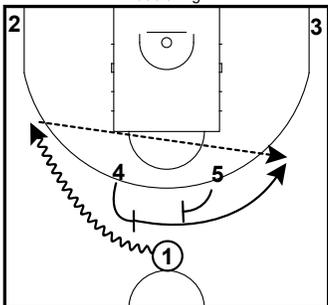
ZIP
Top PnR



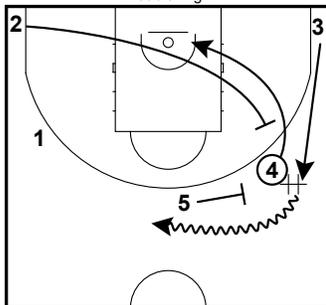
ZIP
Top PnR



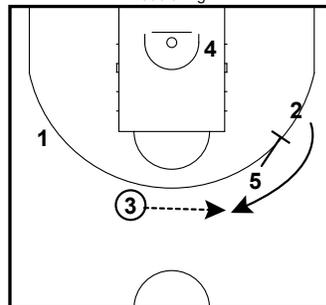
HORNS
Double High



HORNS
Double High



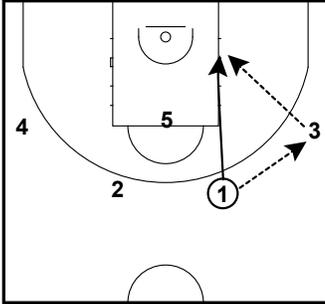
HORNS
Double High





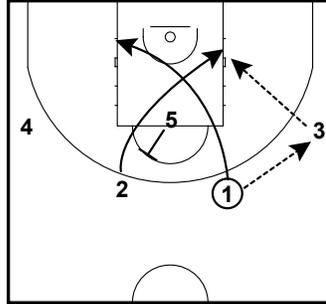
POST UP

2 UP/DOWN
Princeton Offence

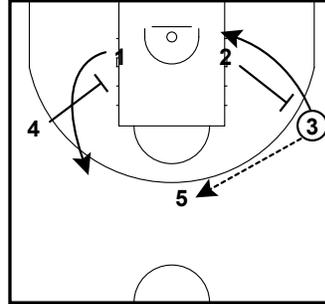


Vencato LP

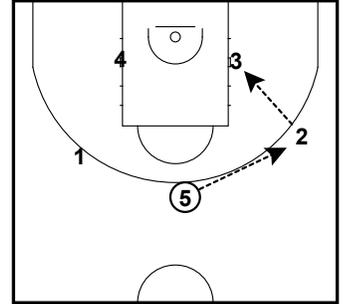
2 UP/DOWN
Princeton Offence



2 UP/DOWN
Princeton Offence

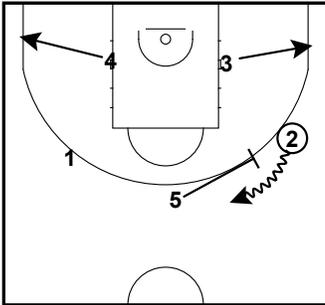


2 UP/DOWN
Princeton Offence



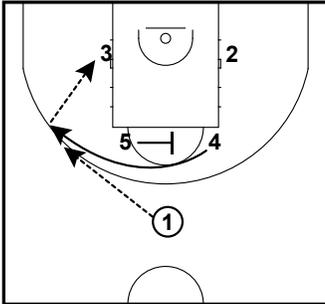
SOLUTION "DOWN" --> LP

2 UP/DOWN
Princeton Offence

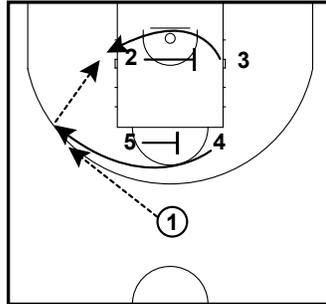


SOLUTION "UP" --> PnR

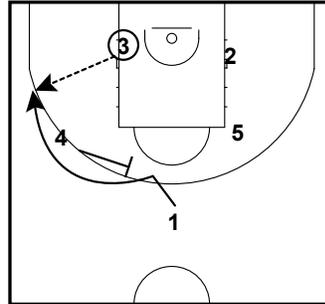
3 DOWN
Guards Post Up



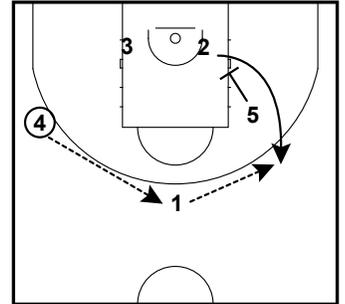
3 DOWN
Guards Post Up



3 DOWN
Guards Post Up

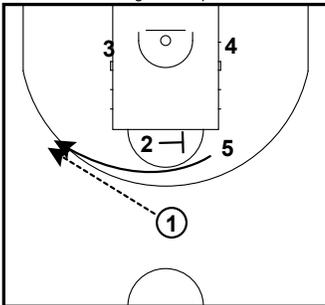


3 DOWN
Guards Post Up

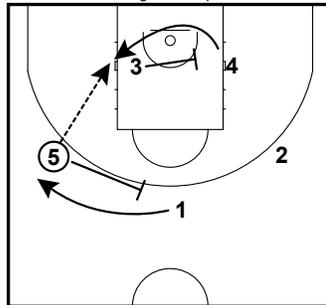


If Campbell is overplayed the play
Screen Exit in the other side

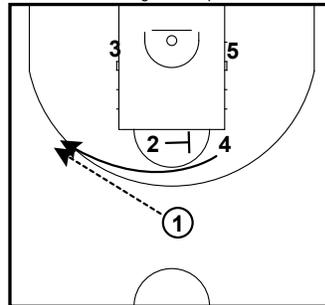
4 DOWN
Bigs Post Up



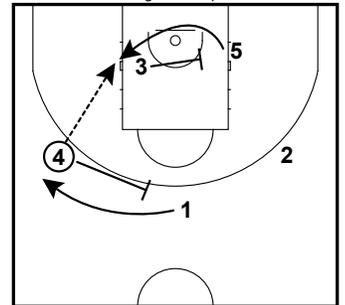
4 DOWN
Bigs Post Up



5 DOWN
Bigs Post Up

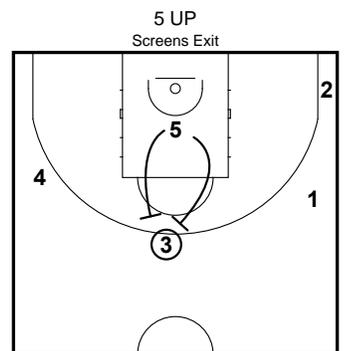
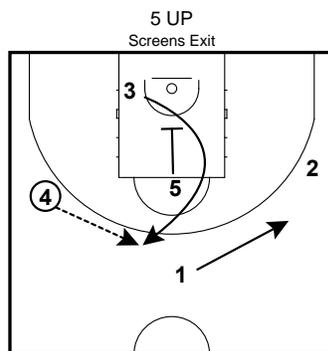
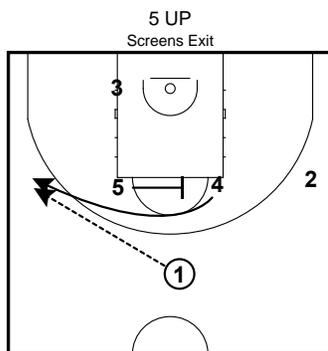
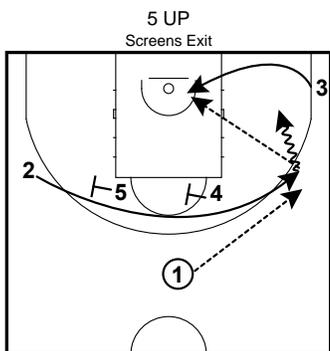
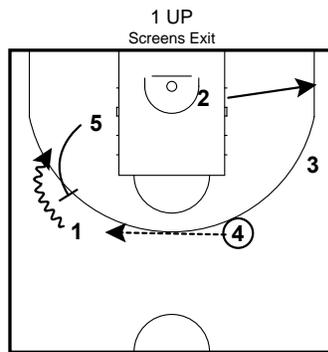
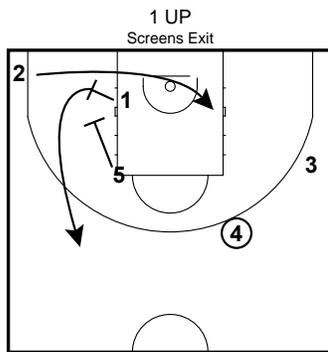
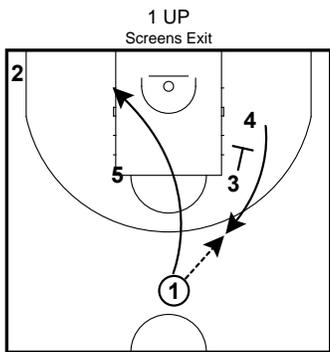
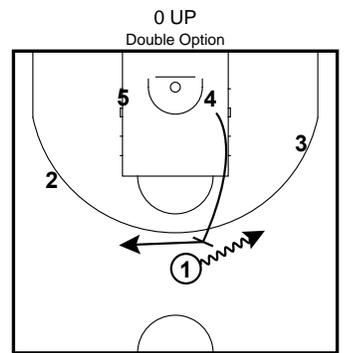
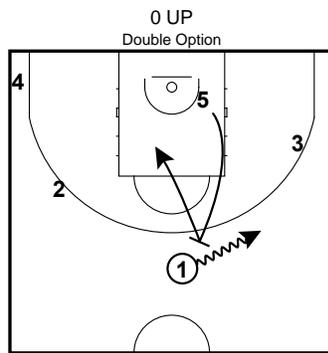
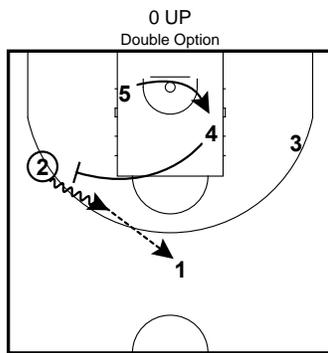
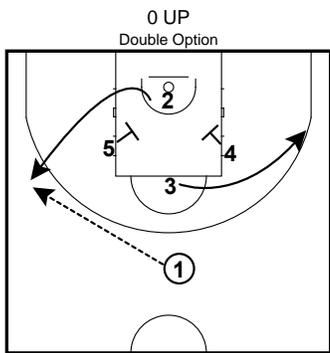
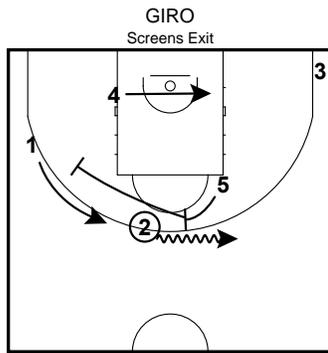
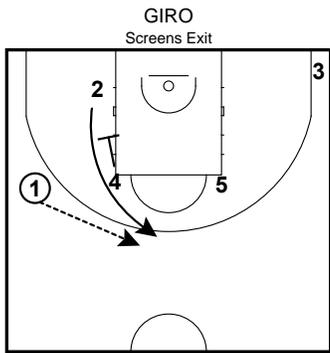


5 DOWN
Bigs Post Up





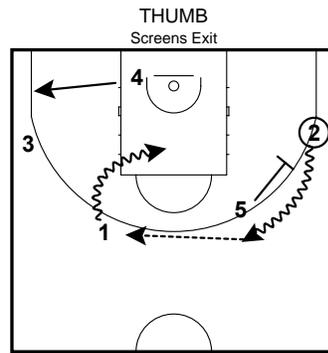
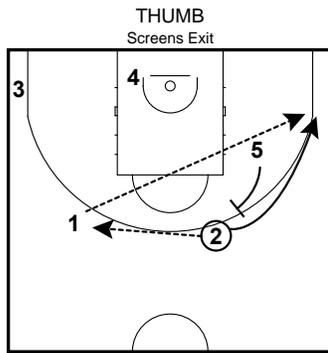
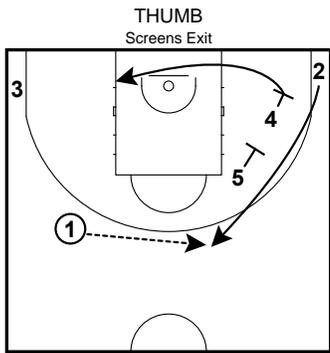
SCREENS EXIT



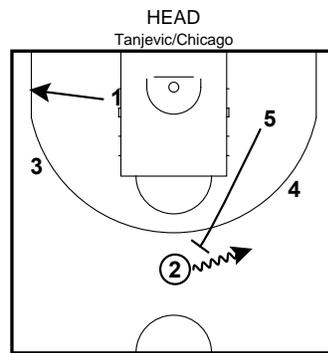
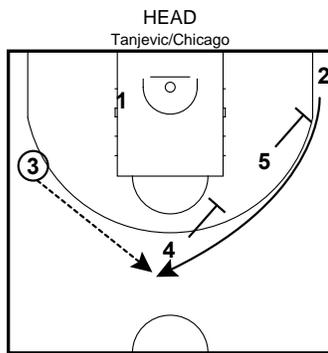
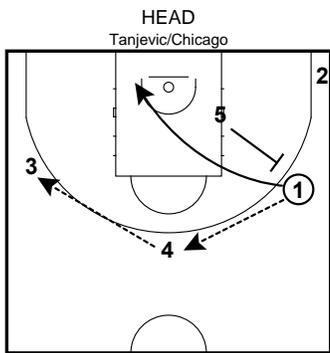
Wiggs can attack or look for Campbell LP



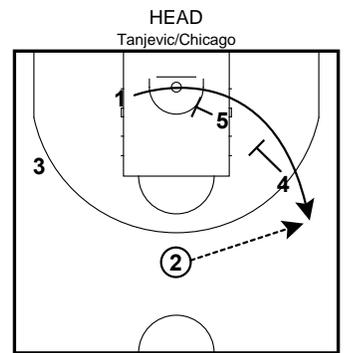
SCREENS EXIT



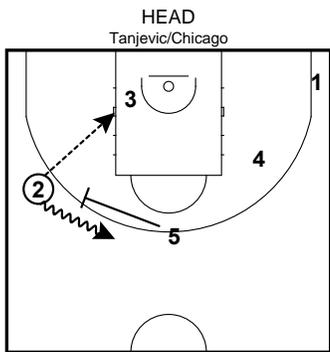
Attention Vencato left 1vs1



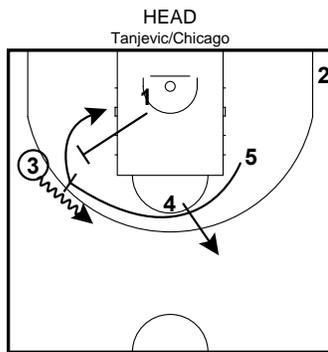
SOLUTION HEAD 1 --> Top PnR after Stagger



SOLUTION HEAD 2 --> Another set of stagger



SOLUTION HEAD 3 --> LP or Side PnR

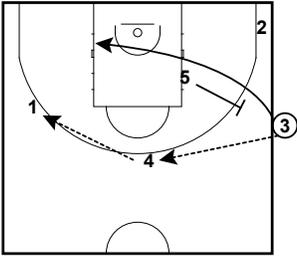


SOLUTION HEAD 5 --> Side Spanish PnR

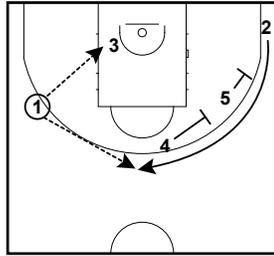


INBOUND PLAYS

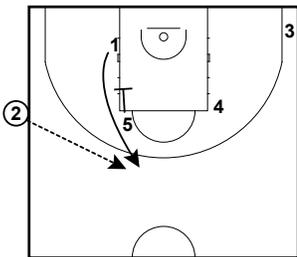
SLOB "HEAD"
Side Line Out of Bounds



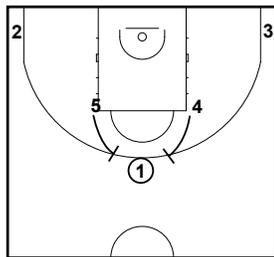
SLOB "HEAD"
Side Line Out of Bounds



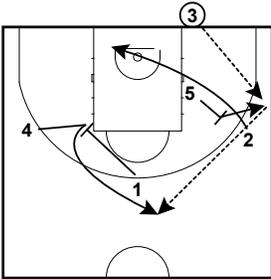
SLOB "CORNA"
Side Line Out of Bounds



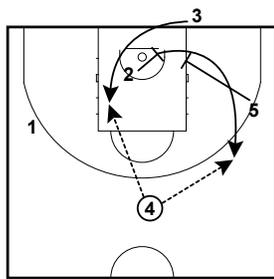
SLOB "CORNA"
Side Line Out of Bounds



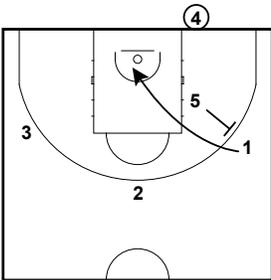
BLOB "3"
Base Line Out of Bounds



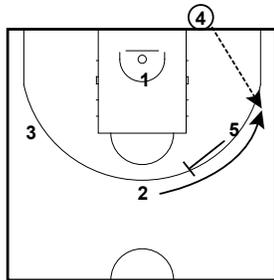
BLOB "3"
Base Line Out of Bounds



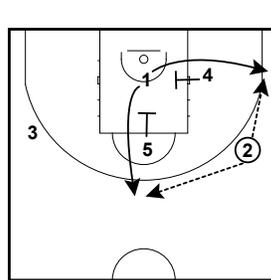
BLOB "4"
Base Line Out of Bounds



BLOB "4"
Base Line Out of Bounds



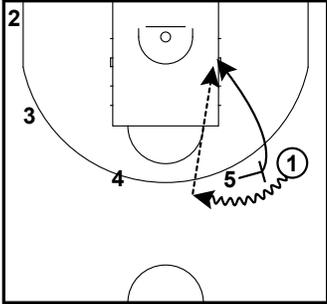
BLOB "4"
Base Line Out of Bounds



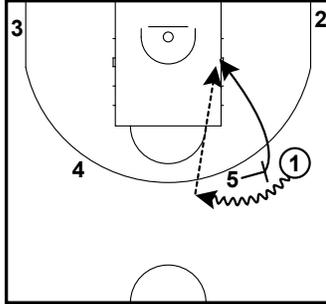


TRANSITION

FIST UP
Transition

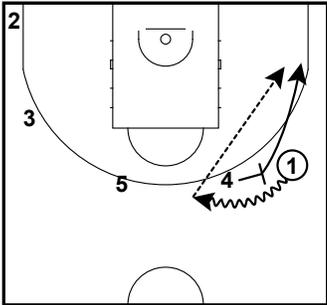


FIST UP
Transition

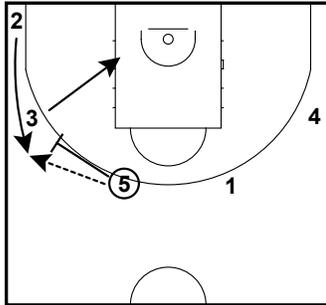


Also with full corner

FIST DOWN
Transition



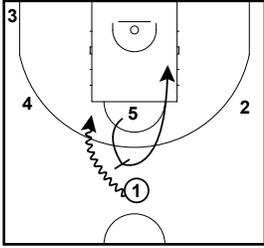
FIST DOWN
Transition





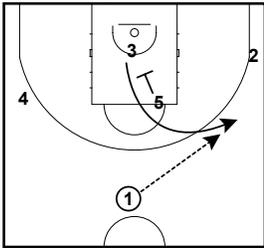
PnR

THUMB UP
Top PnR

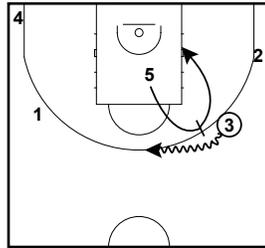


Also flat screen

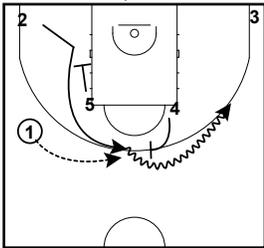
THUMB DOWN
Side PnR



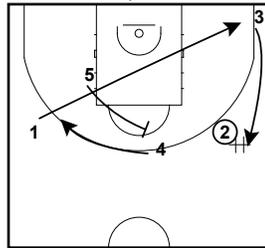
THUMB DOWN
Side PnR



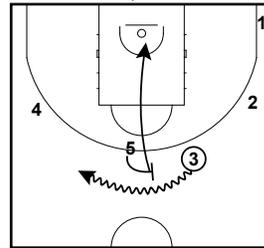
HORNS SHAKE
Top PnR



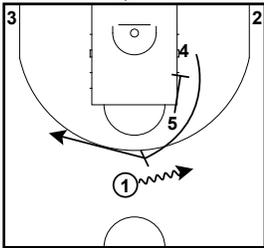
HORNS SHAKE
Top PnR



HORNS SHAKE
Top PnR



HORNS 5
Top PnR

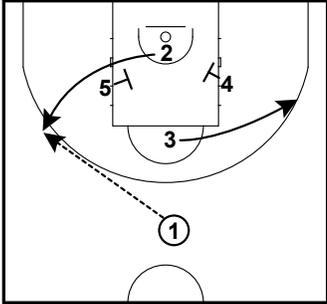


Ndoja Pop Out

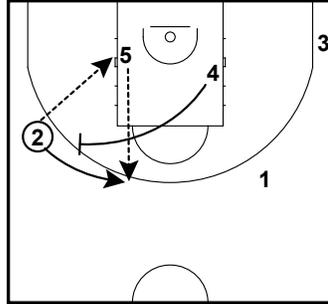


SCREENS EXIT

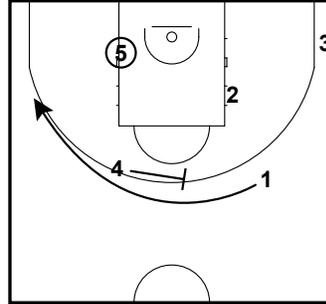
2 DOWN
Screens Exit



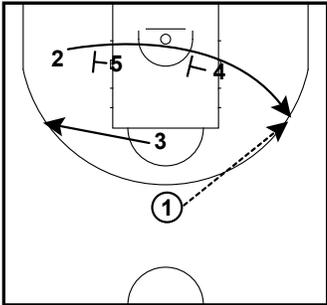
2 DOWN
Screens Exit



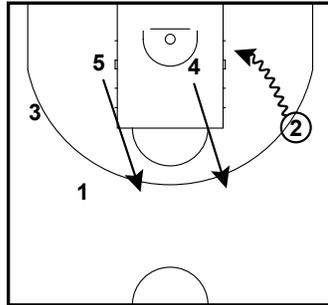
2 DOWN
Screens Exit



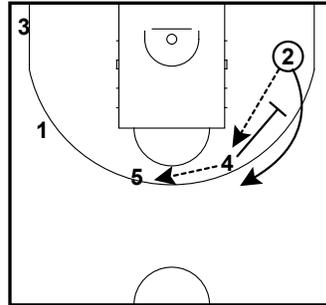
2 UP
Screens Exit



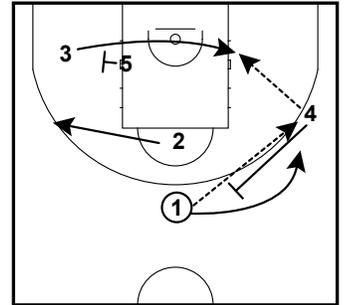
2 UP
Screens Exit



2 UP
Screens Exit

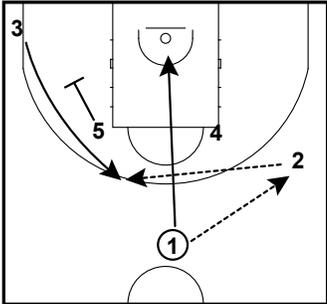


2 UP
Screens Exit

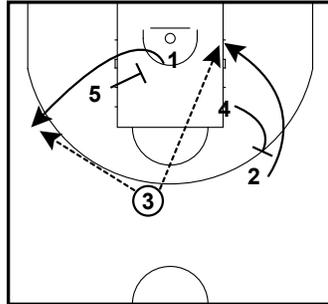


Rush 1vs1

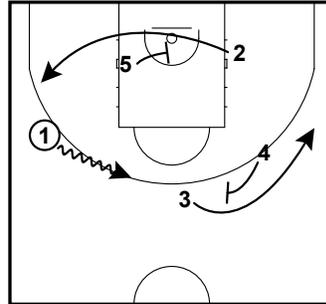
FLASH
Screens Exit



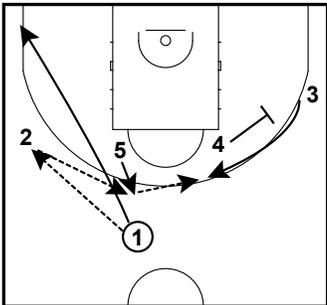
FLASH
Screens Exit



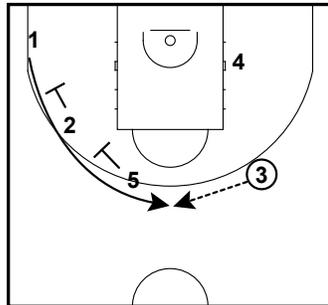
FLASH
Screens Exit



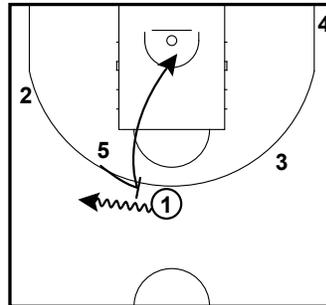
FIST HEAD
Screens Exit



FIST HEAD
Screens Exit



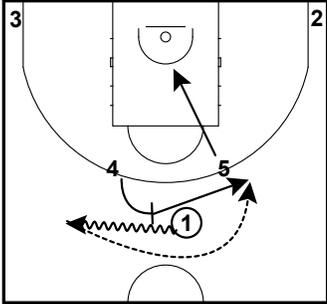
FIST HEAD
Screens Exit



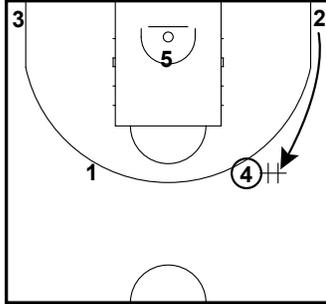


DOUBLE HIGH

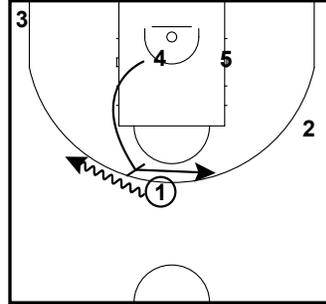
HORNS UP
Double High



HORNS UP
Double High

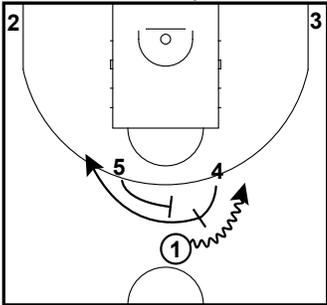


HORNS UP
Double High

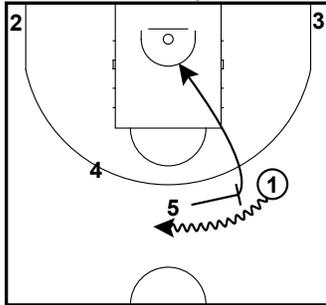


Rush isolation or continuity

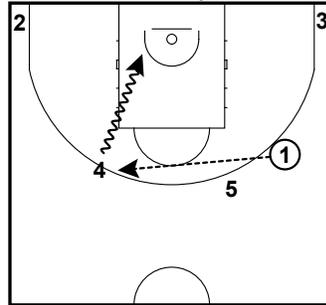
HORNS SIDE
Double High



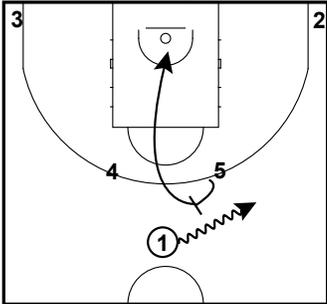
HORNS SIDE
Double High



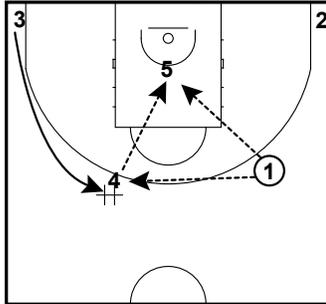
HORNS SIDE
Double High



HORNS DOWN
Double High



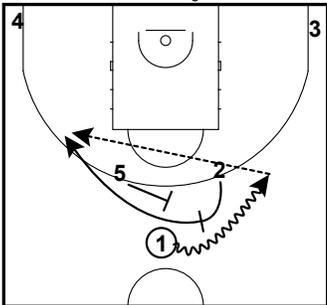
HORNS DOWN
Double High



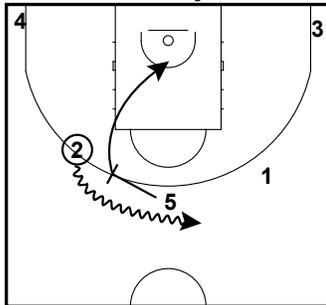
Can start also with Hand Off

Bruttini LP or continuity

HORNS 2
Double High



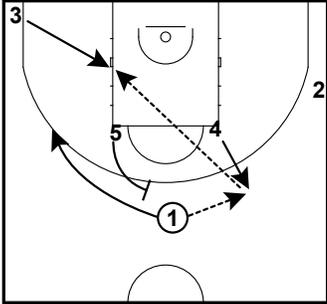
HORNS 2
Double High



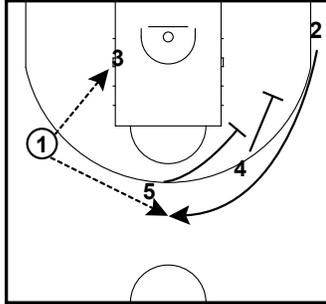


POST UP

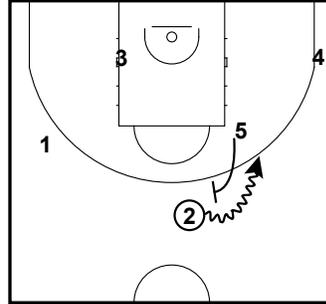
3 DOWN
Guards Post Up



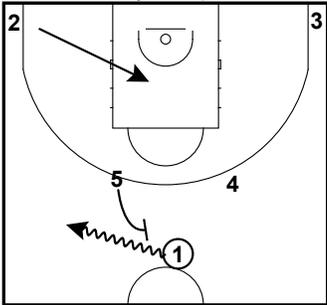
3 DOWN
Guards Post Up



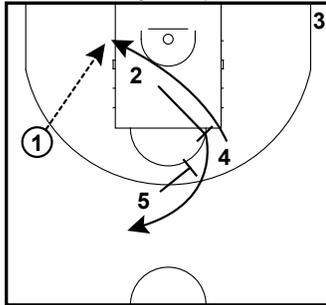
3 DOWN
Guards Post Up



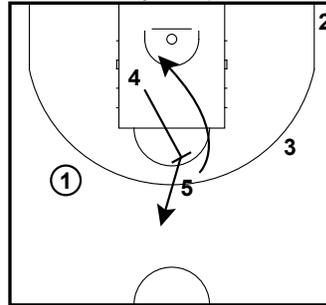
4
Bigs Post Up



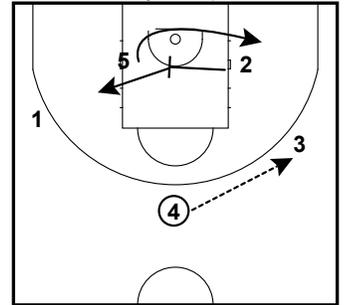
4
Bigs Post Up



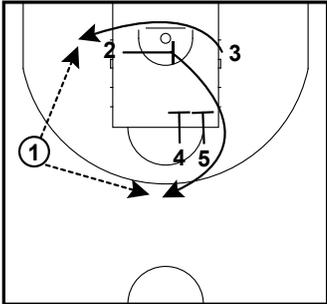
5 DOWN
Bigs Post Up



5 DOWN
Bigs Post Up



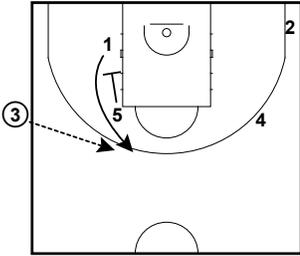
HEAD
Guards Post Up



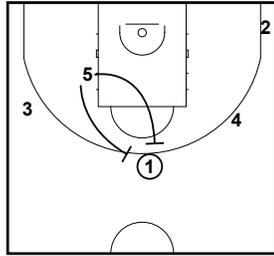


INBOUND PLAYS

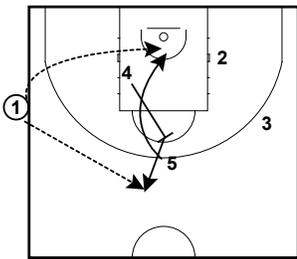
SLOB "THUMB"
Side Line Out of Bounds



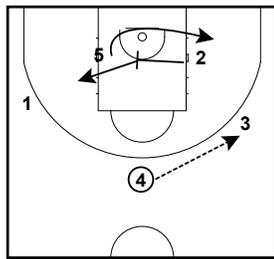
SLOB "THUMB"
Side Line Out of Bounds



SLOB 5 DOWN
Side Line Out of Bounds



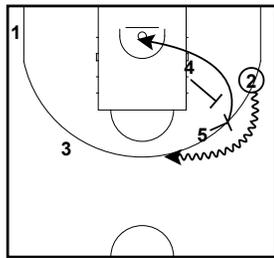
SLOB 5 DOWN
Side Line Out of Bounds



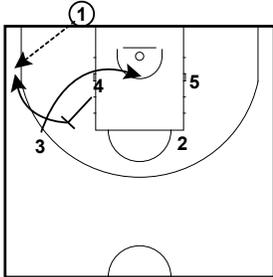
BLOB "4"
Base Line Out of Bounds



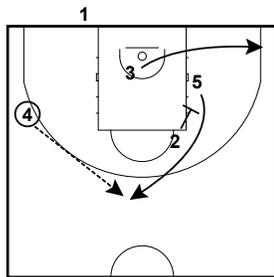
BLOB "4"
Base Line Out of Bounds



BLOB
Base Line Out of Bounds



BLOB
Base Line Out of Bounds



BLOB
Base Line Out of Bounds



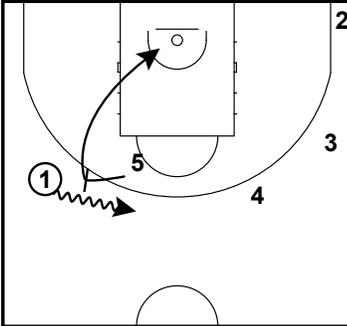
BLOB
Base Line Out of Bounds



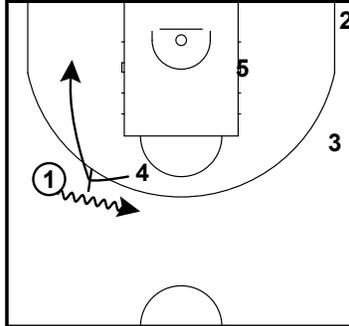


TRANSITION

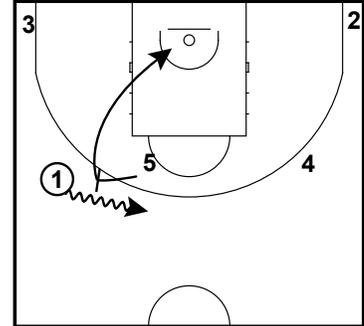
HEAD
Transition



HEAD
Transition

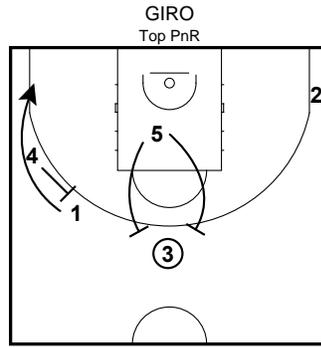
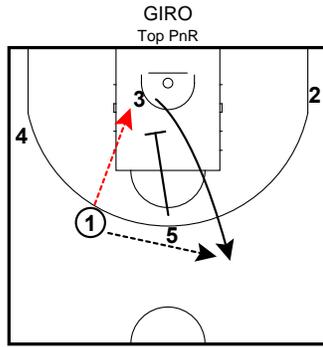
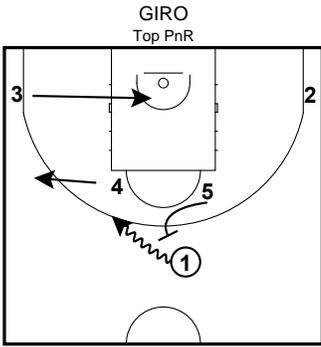


HEAD
Transition

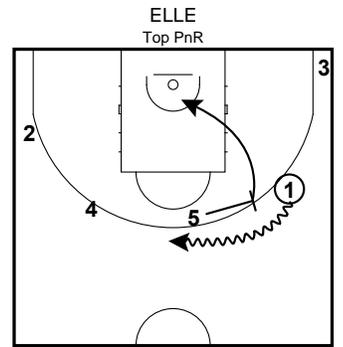
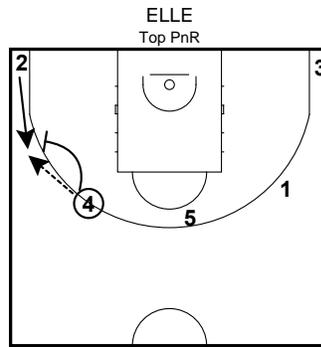
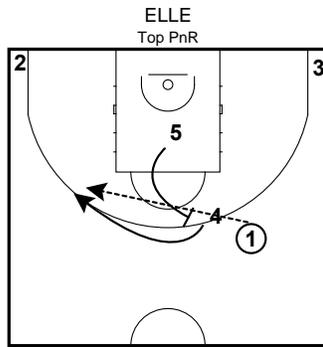
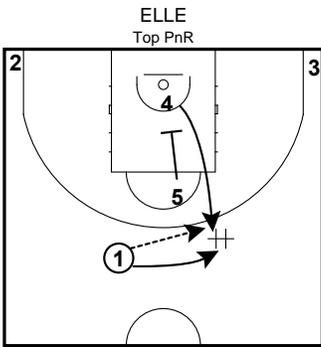




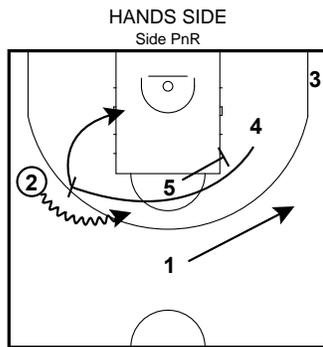
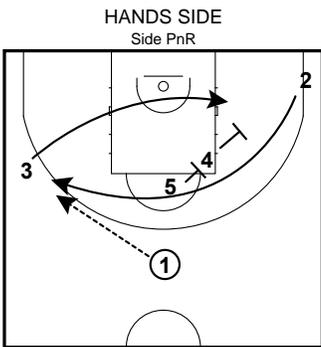
PNR



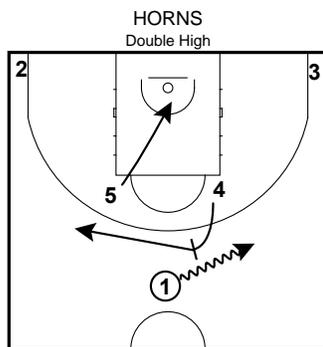
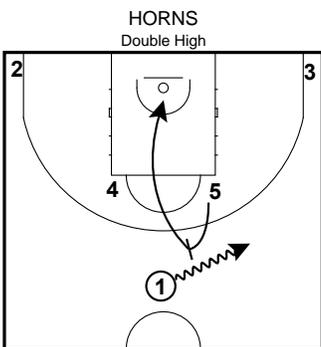
Attention they could also post up with guards immediately



Attention Thomas could play 1v1 after the Hand Off



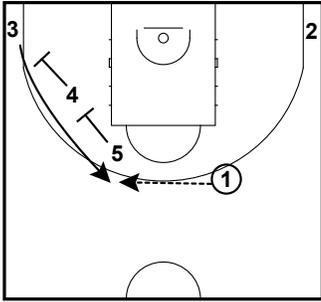
Attentio to Clear Out



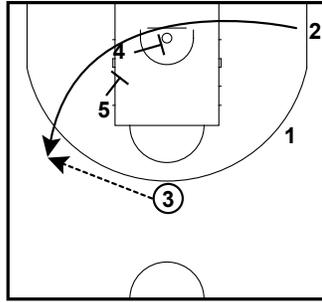


SCREENS EXIT

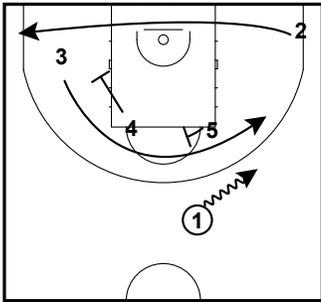
HORNS SIDE
Screens Exit



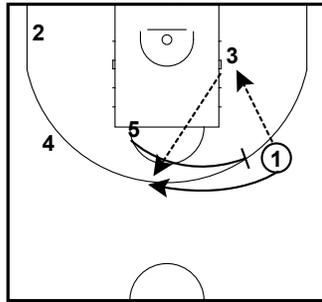
HORNS SIDE
Screens Exit



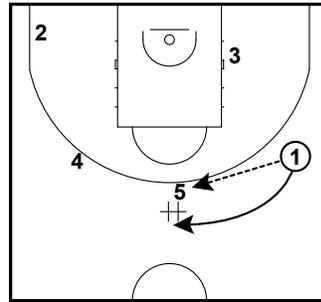
HANDS UP
Screens Exit



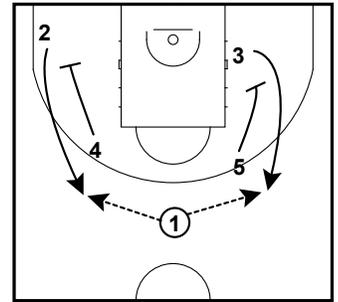
HANDS UP
Screens Exit



HANDS UP
Screens Exit

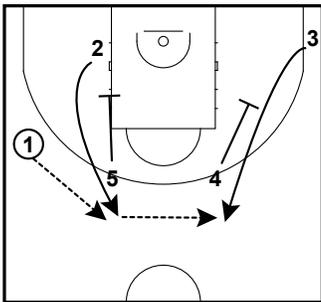


HANDS UP
Screens Exit

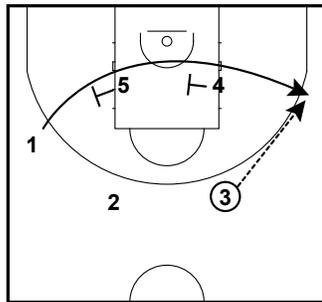


LP Most used for 3pt shoot after split screen

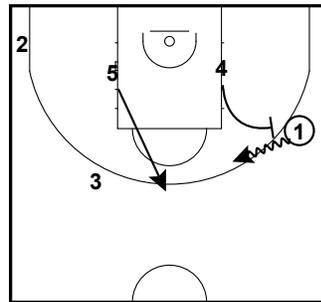
FIST UP
Screens Exit



FIST UP
Screens Exit

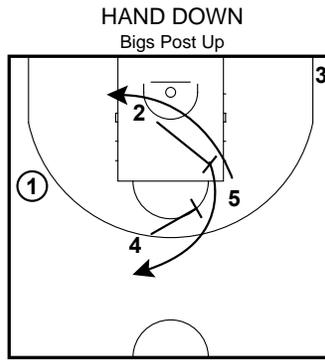
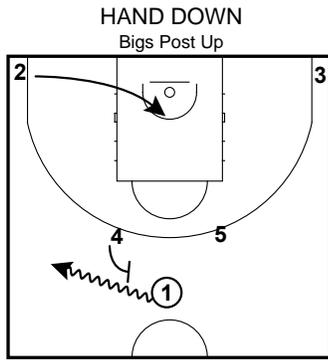


FIST UP
Screens Exit

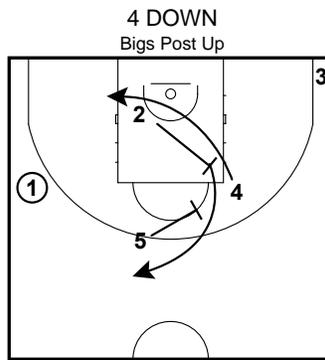
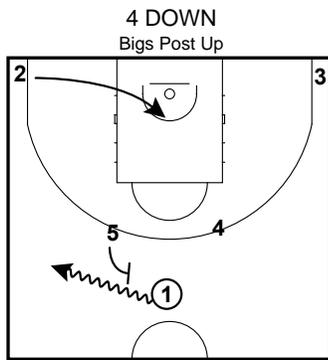




POST UP



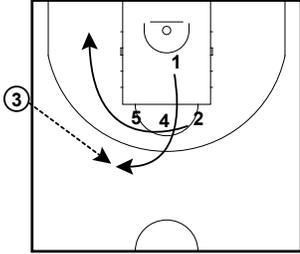
Attention: Cucci can also go up



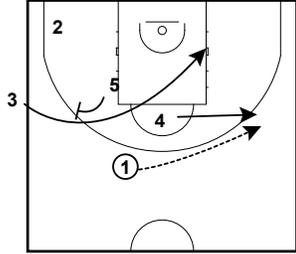


INBOUND PLAYS

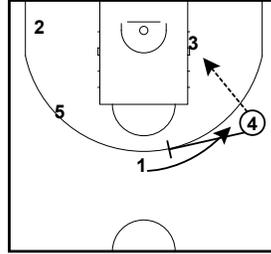
SLOB
Side Line Out of Bounds



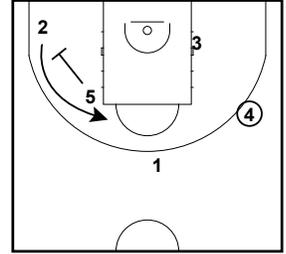
SLOB
Side Line Out of Bounds



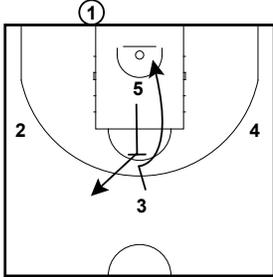
SLOB
Side Line Out of Bounds



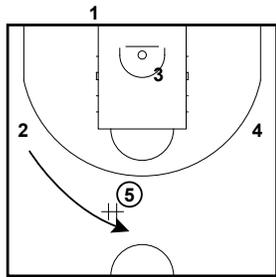
SLOB
Side Line Out of Bounds



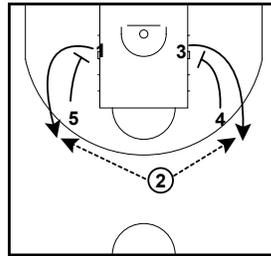
BLOB
Base Line Out of Bounds



BLOB
Base Line Out of Bounds

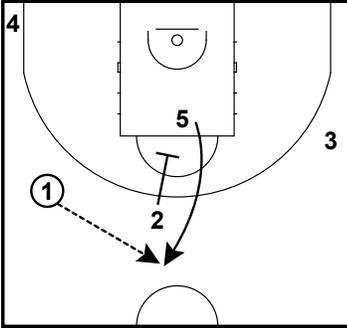


BLOB
Base Line Out of Bounds

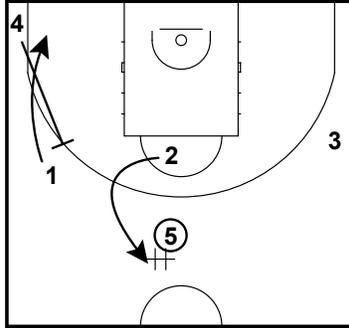


PNR

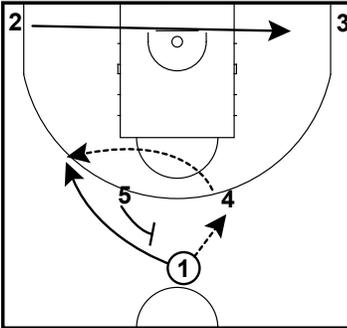
HEAD
Top PnR



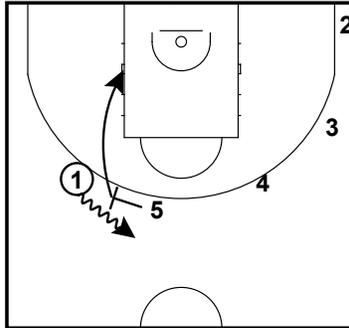
HEAD
Top PnR



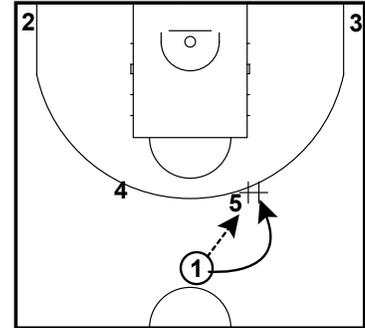
FIST (Option 2)
Top PnR



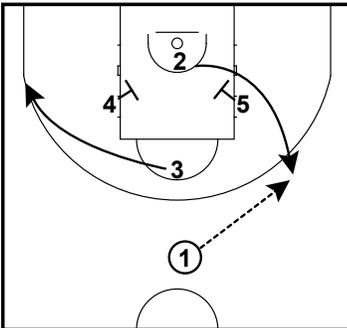
FIST (Option 2)
Top PnR



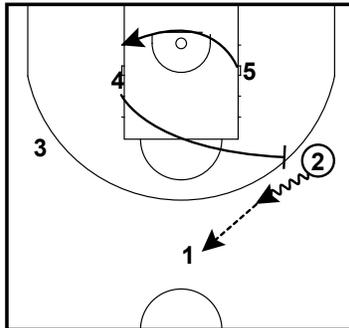
FIST (Option 2)
Top PnR



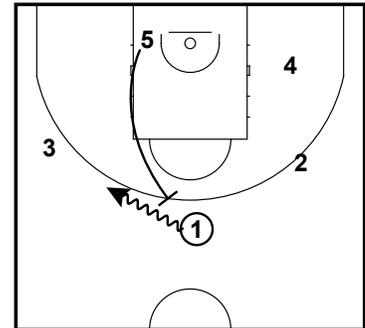
2 SIDE
Side PnR



2 SIDE
Side PnR

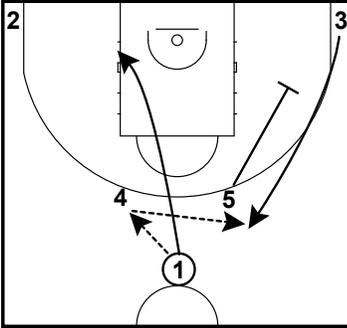


2 SIDE
Side PnR

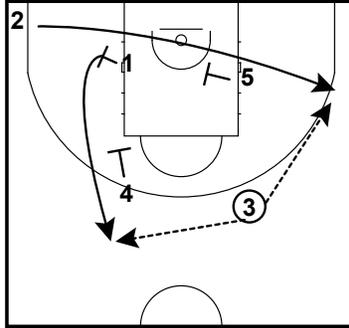


SCREENS EXIT

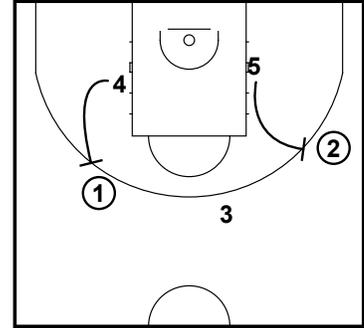
FIST (Option 1)
Screens Exit



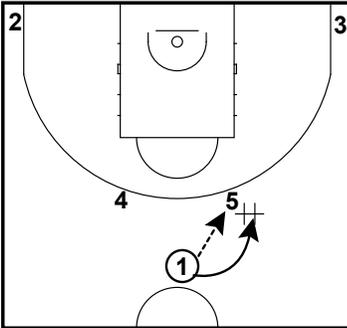
FIST (Option 1)
Screens Exit



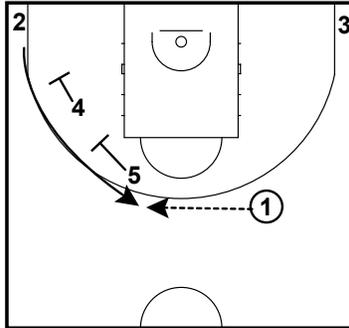
FIST (Option 1)
Screens Exit



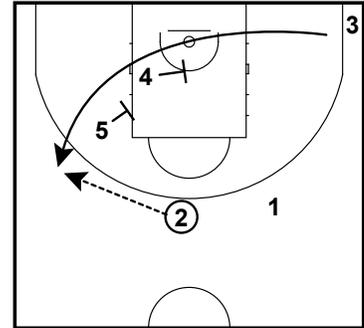
FIST (Option 3)
Screens Exit



FIST (Option 3)
Screens Exit

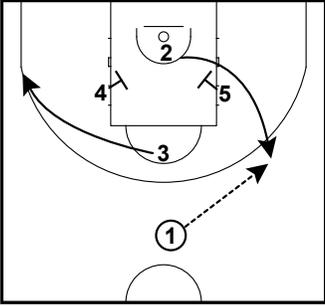


FIST (Option 3)
Screens Exit

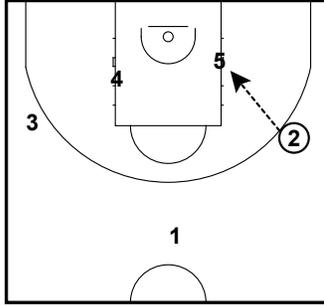


POST UP

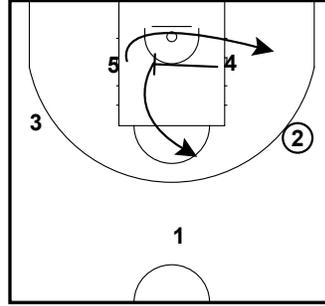
2 DOWN
Bigs Post Up



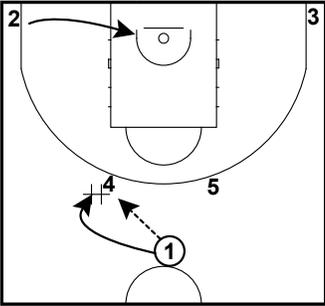
2 DOWN
Bigs Post Up



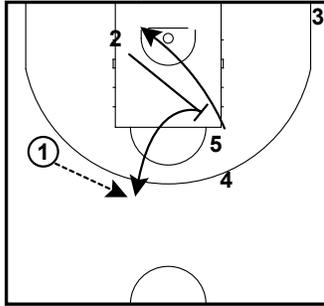
2 DOWN
Bigs Post Up



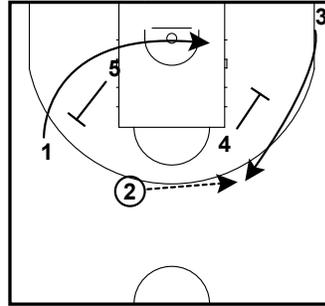
FIST SIDE
Bigs Post Up



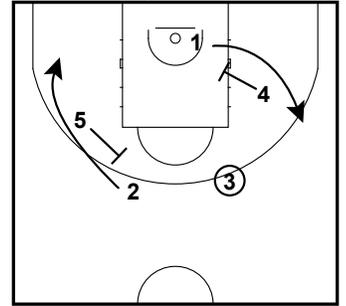
FIST SIDE
Bigs Post Up



FIST SIDE
Bigs Post Up

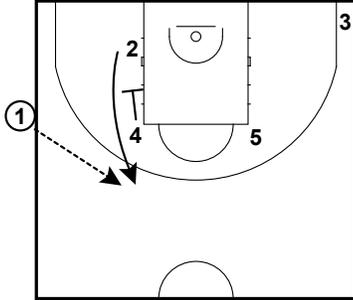


FIST SIDE
Bigs Post Up

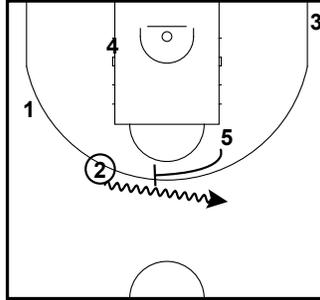


INBOUND PLAYS

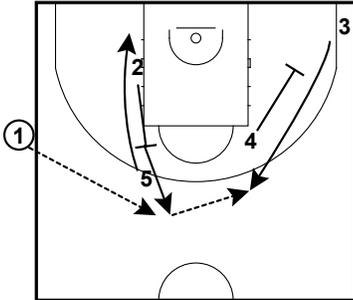
SLOB 2
Side Line Out of Bounds



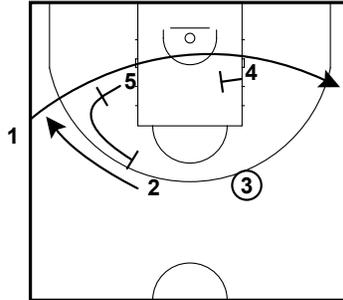
SLOB 2
Side Line Out of Bounds



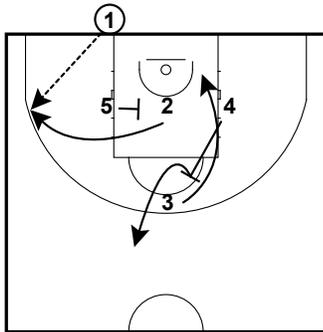
SLOB 5
Side Line Out of Bounds



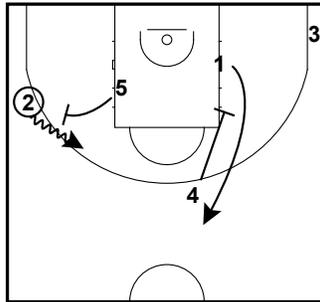
SLOB 5
Side Line Out of Bounds



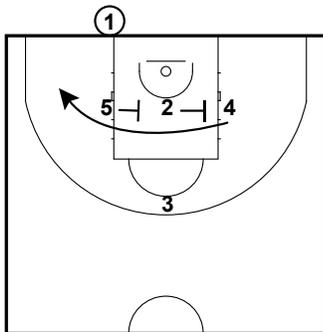
BLOB 2
Base Line Out of Bounds



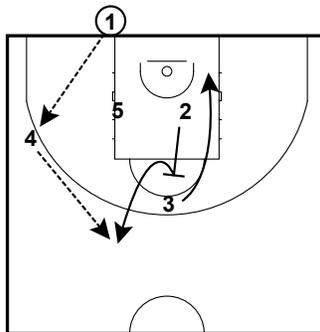
BLOB 2
Base Line Out of Bounds



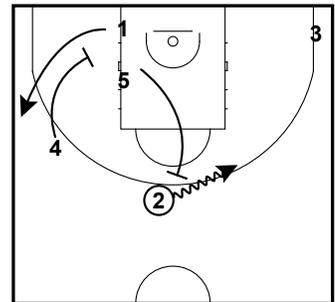
BLOB 5
Base Line Out of Bounds



BLOB 5
Base Line Out of Bounds

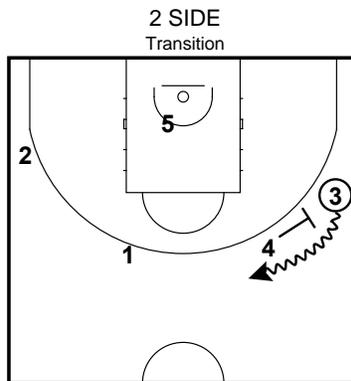
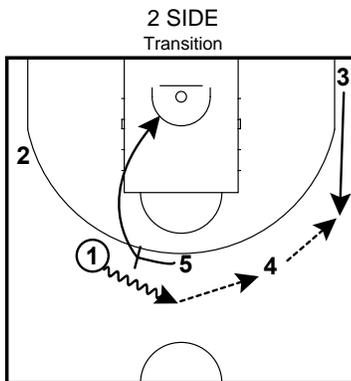
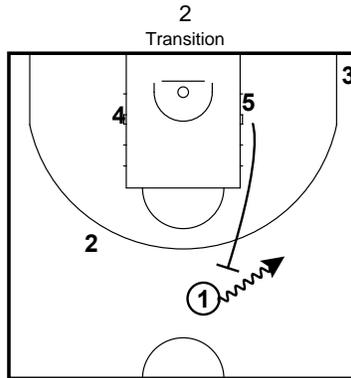
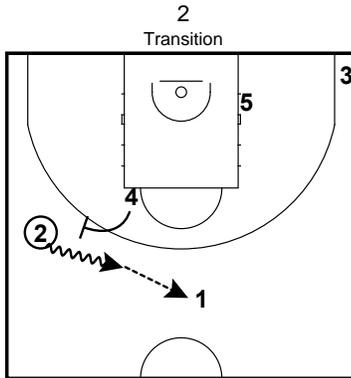


BLOB 5
Base Line Out of Bounds





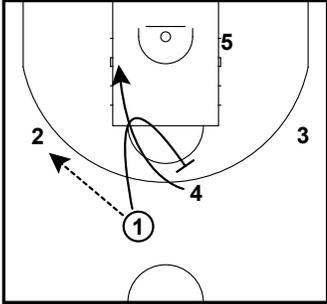
TRANSITION



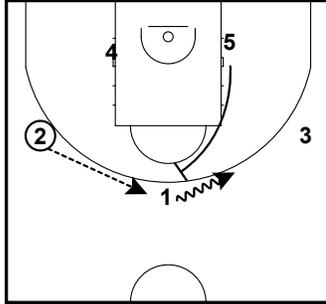


PNR

1 UP
Top PnR

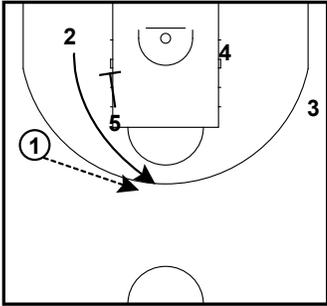


1 UP
Top PnR

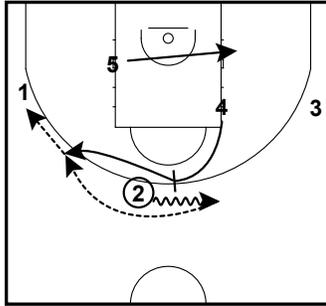


Thomas LP

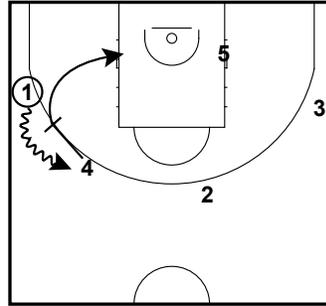
24
Top PnR



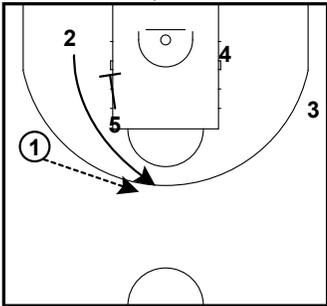
24
Top PnR



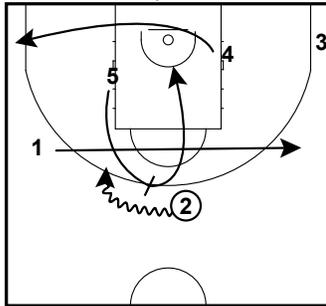
24
Top PnR



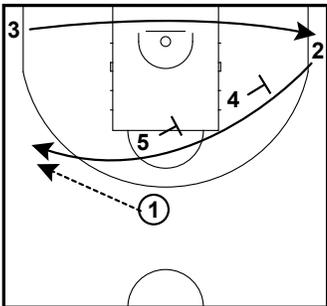
25
Top PnR



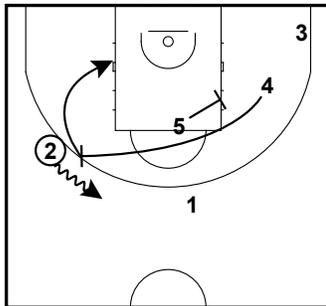
25
Top PnR



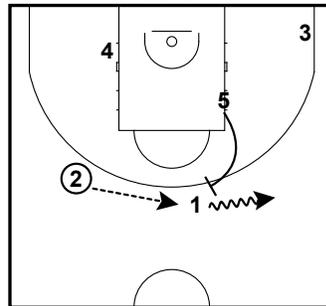
ELLE 5
Side PnR



ELLE 5
Side PnR



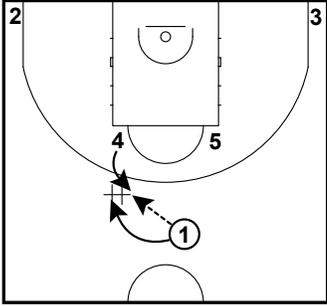
ELLE 5
Side PnR



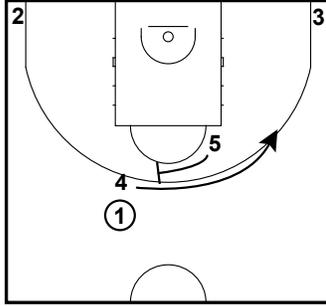


PNR

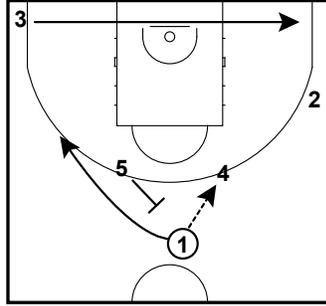
HORNS
Double High



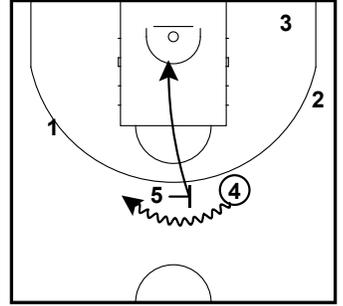
HORNS
Double High



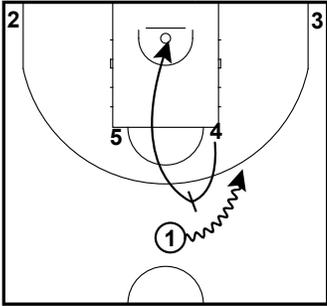
HORNS 4(?)
Top PnR



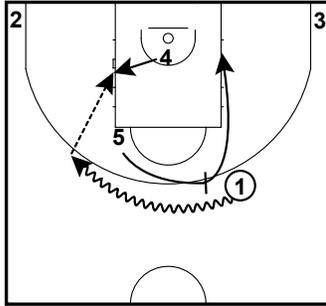
HORNS 4(?)
Top PnR



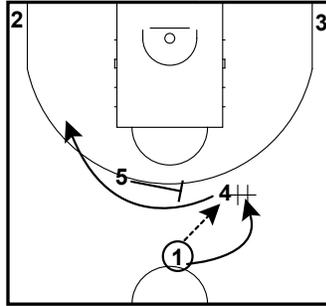
SHAKE 1
Double High



SHAKE 1
Double High

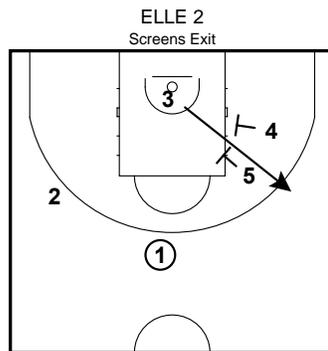
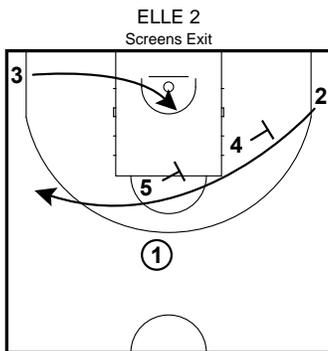
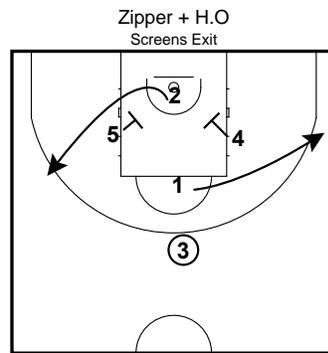
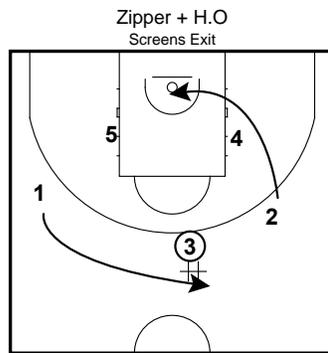
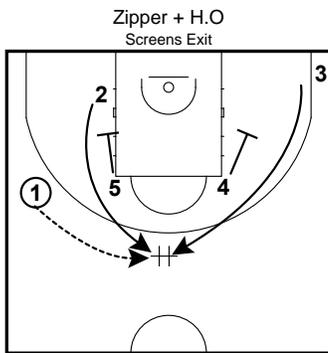
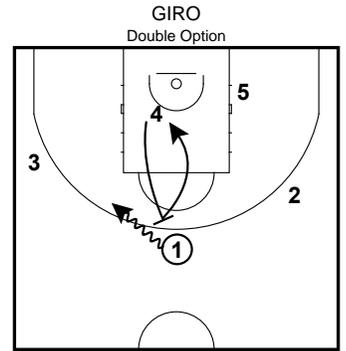
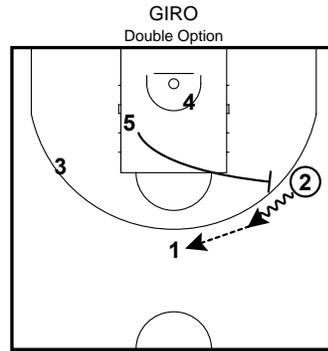
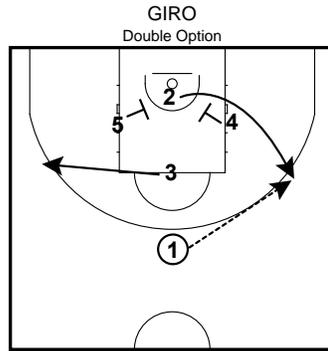
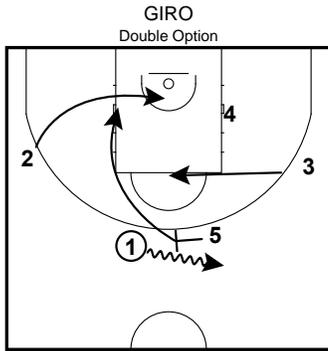


SHAKE 1
Double High





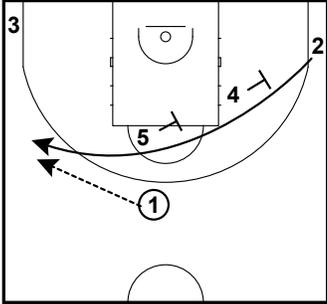
SCREENS EXIT



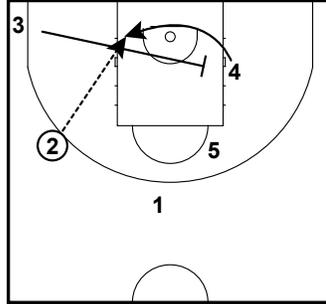


POST UP

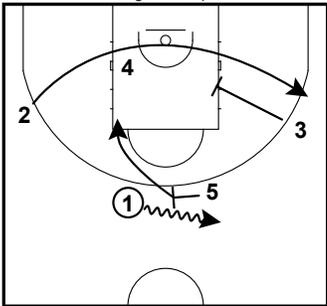
ELLE 4
Bigs Post Up



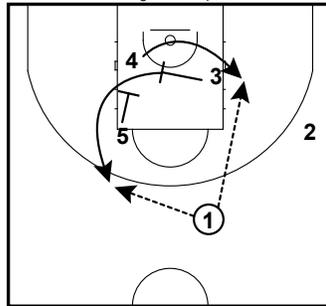
ELLE 4
Bigs Post Up



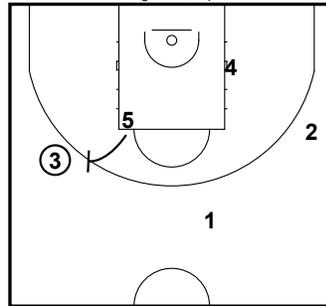
GIRO LATO
Bigs Post Up



GIRO LATO
Bigs Post Up

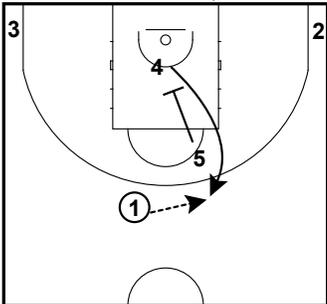


GIRO LATO
Bigs Post Up

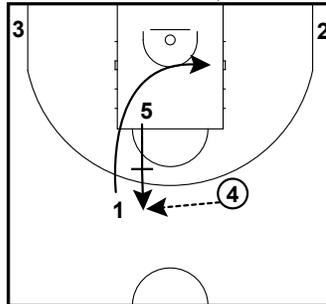


Final PnR always with #5

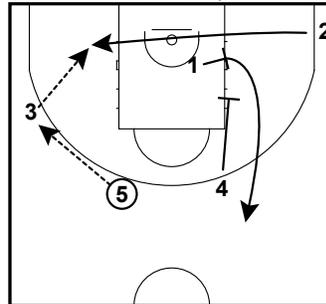
2 DOWN
Guards Post Up



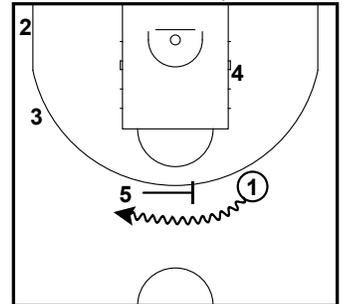
2 DOWN
Guards Post Up



2 DOWN
Guards Post Up

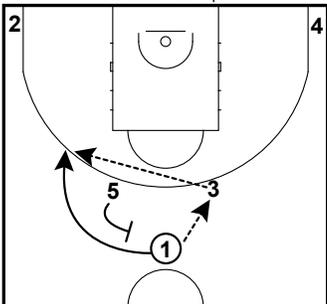


2 DOWN
Guards Post Up

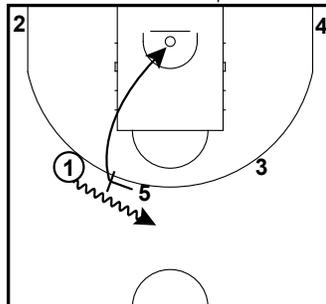


Potts LP

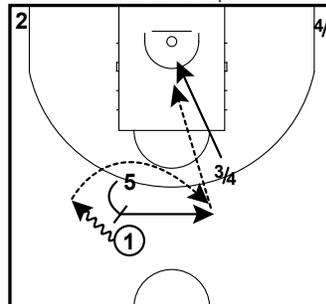
HORNS 2
Guards Post Up



HORNS 2
Guards Post Up



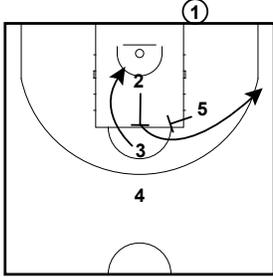
HORNS 2
Guards Post Up



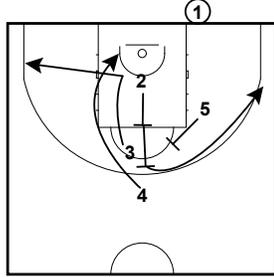


INBOUND PLAYS

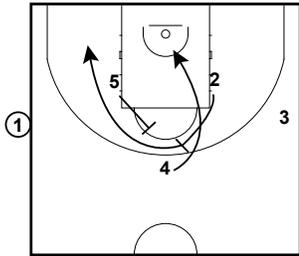
BLOB
Base Line Out of Bounds



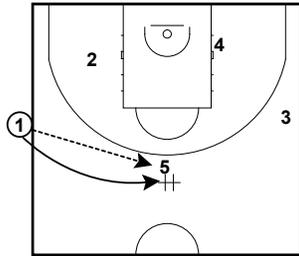
BLOB
Base Line Out of Bounds



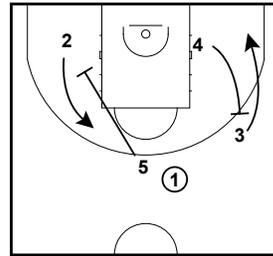
SLOB
Side Line Out of Bounds



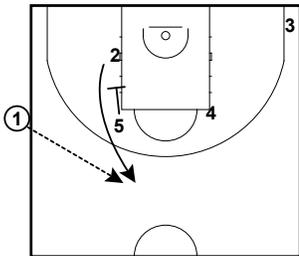
SLOB
Side Line Out of Bounds



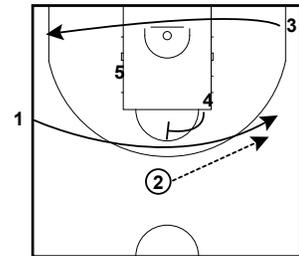
SLOB
Side Line Out of Bounds



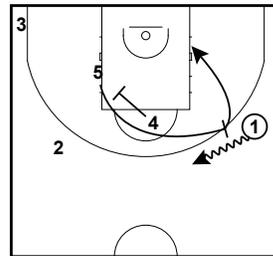
SLOB 5
Side Line Out of Bounds



SLOB 5
Side Line Out of Bounds



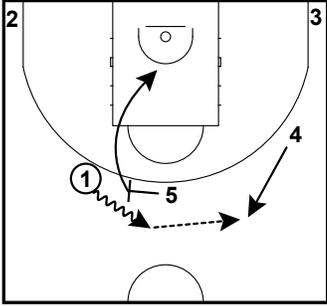
SLOB 5
Side Line Out of Bounds



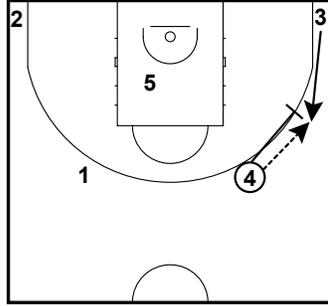


PNR

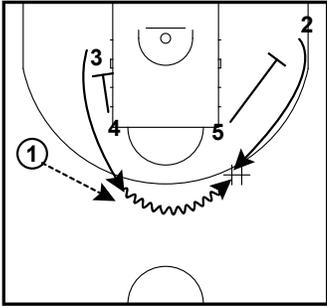
HEAD
Top PnR



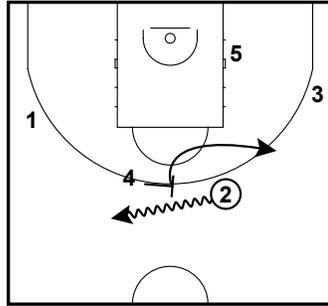
HEAD
Top PnR



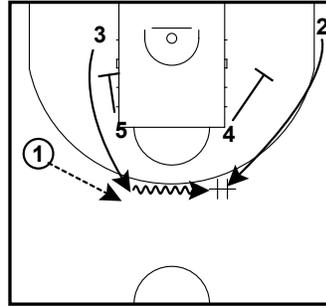
ELLE
Top PnR



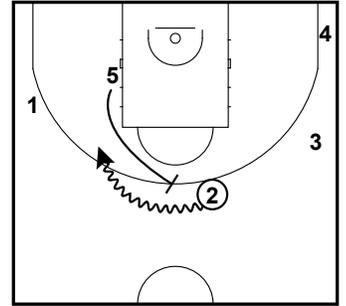
ELLE
Top PnR



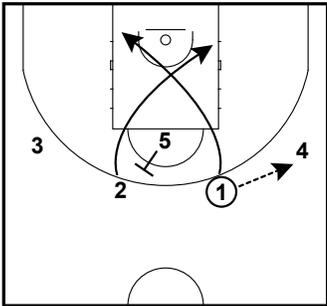
ELLE
Top PnR



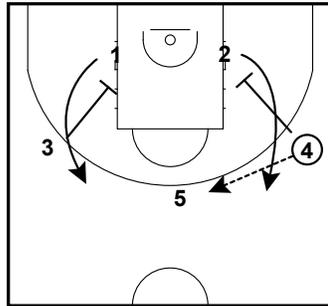
ELLE
Top PnR



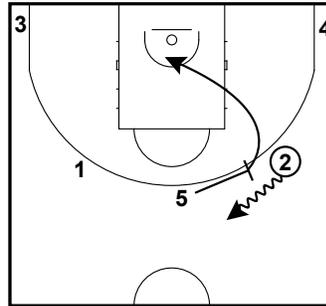
HAND UP
Side PnR



HAND UP
Side PnR



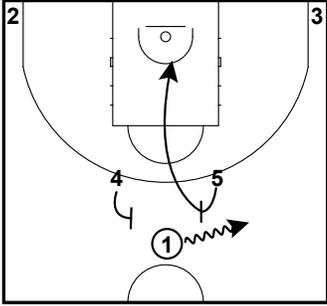
HAND UP
Side PnR



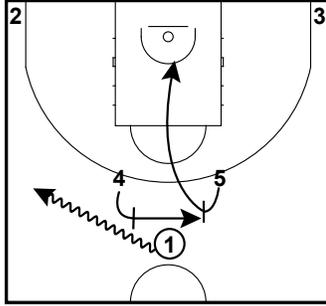


DOUBLE HIGH

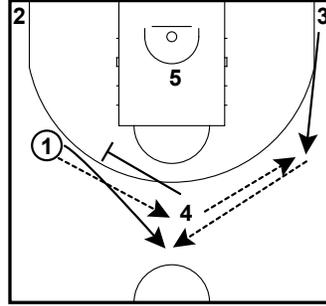
HORNS
Double High



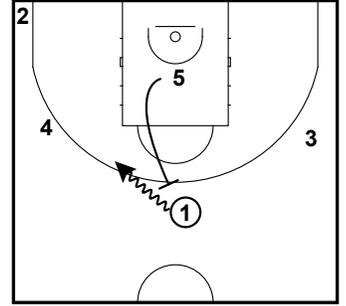
HORNS
Double High



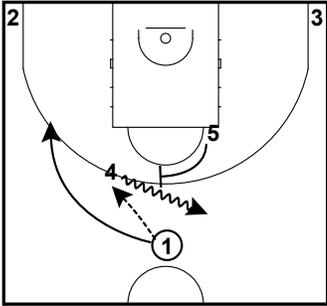
HORNS
Double High



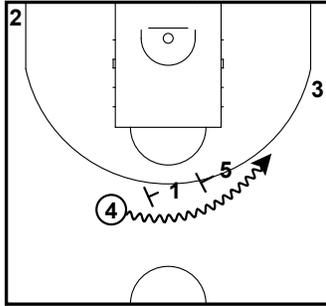
HORNS
Double High



HORNS DOWN
Double High



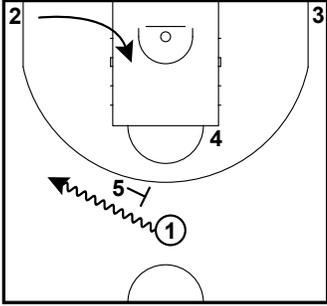
HORNS DOWN
Double High



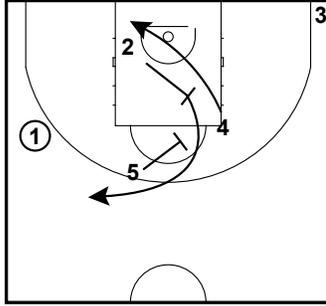


POST UP

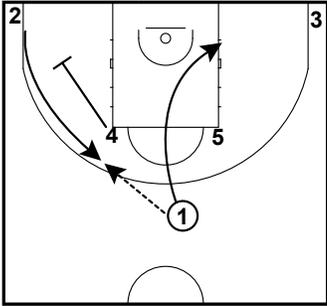
4/5 DOWN
Bigs Post Up



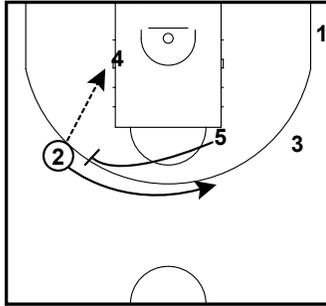
4/5 DOWN
Bigs Post Up



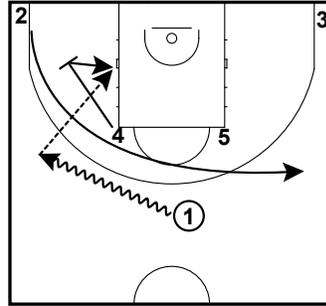
THUMB DOWN
Bigs Post Up



THUMB DOWN
Bigs Post Up

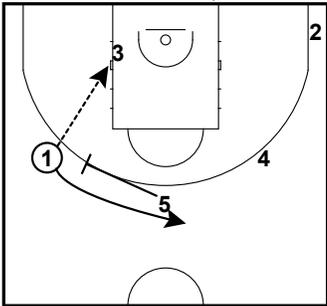


THUMB DOWN
Bigs Post Up

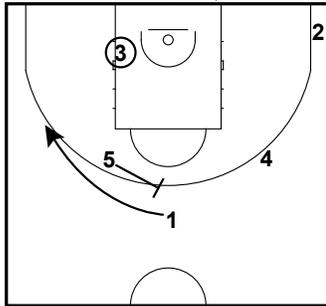


HALL LP (also starting far from bkt)

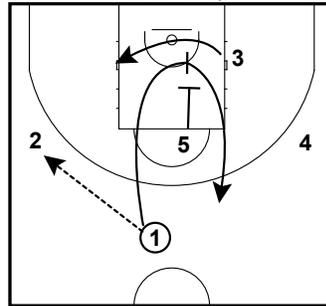
3 DOWN
Guards Post Up



3 DOWN
Guards Post Up

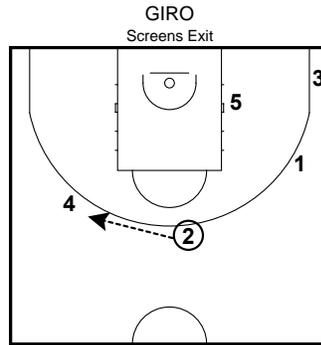
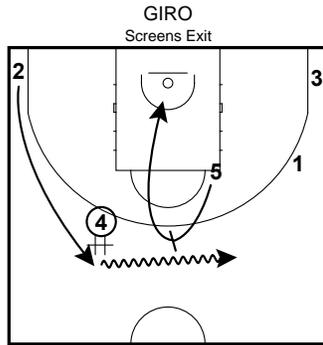
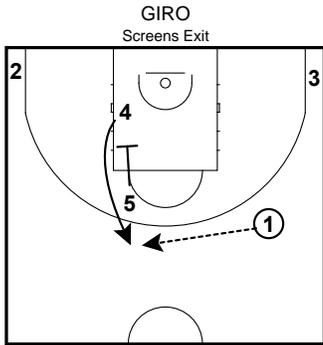


3 DOWN
Guards Post Up

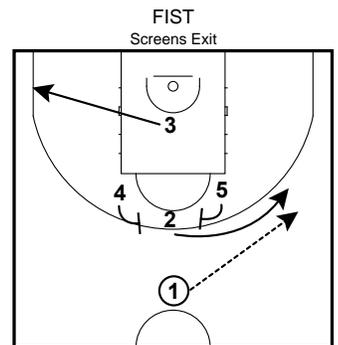
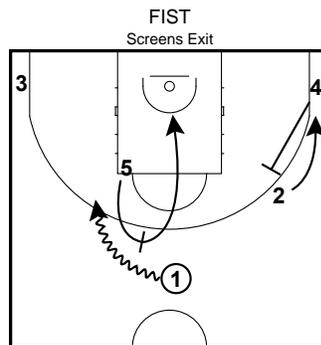
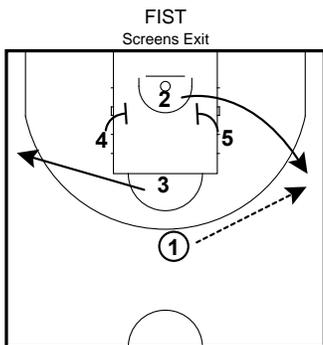
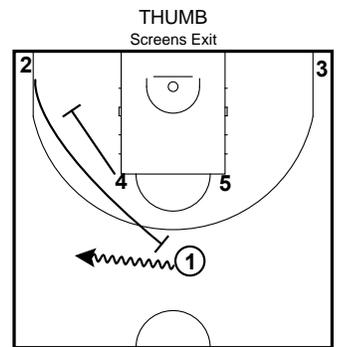
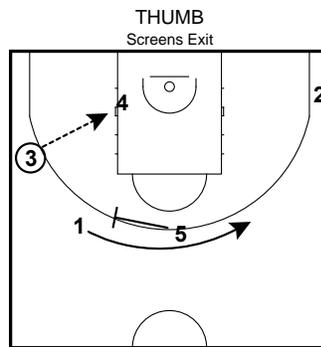
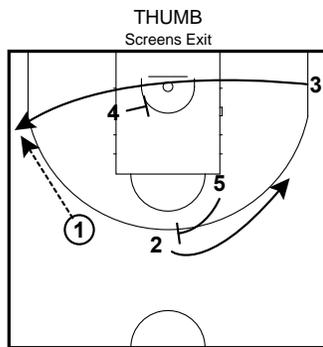
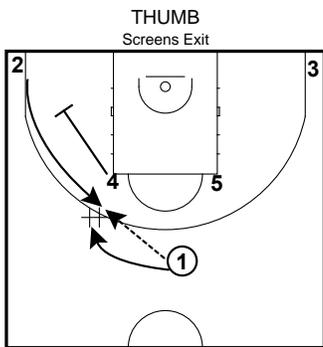




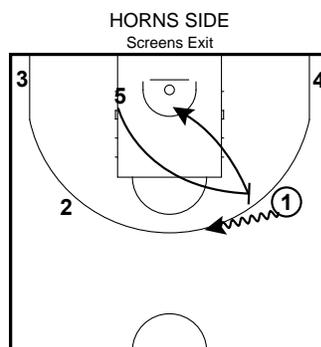
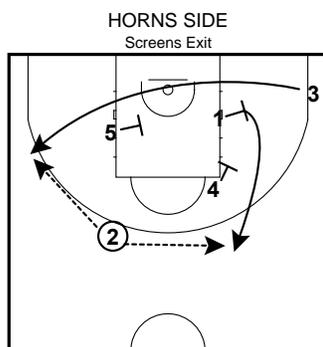
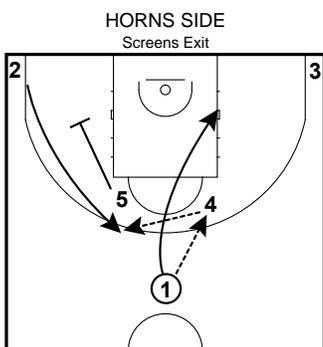
SCREENS EXIT



HALL ISOLATION



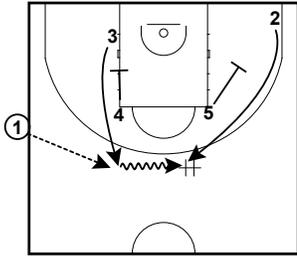
CAN ALSO START HIGH DOUBLE OPTION



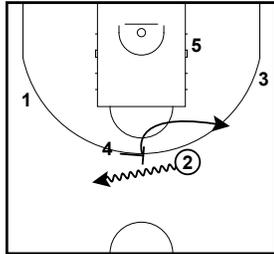


INBOUND PLAYS

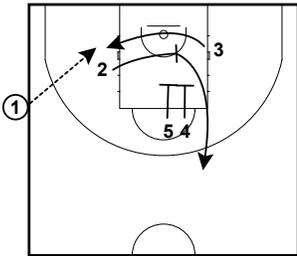
SLOB ELLE
Side Line Out of Bounds



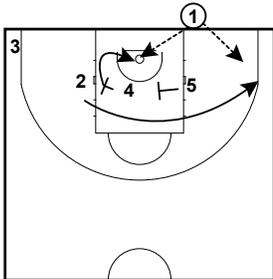
SLOB ELLE
Side Line Out of Bounds



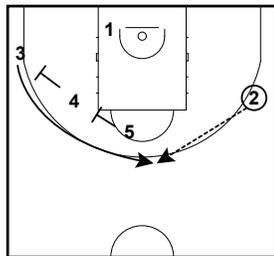
SLOB 3 DOWN
Side Line Out of Bounds



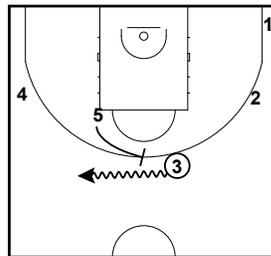
BLOB
Base Line Out of Bounds



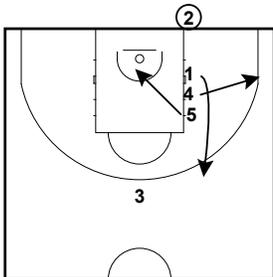
BLOB
Base Line Out of Bounds



BLOB
Base Line Out of Bounds



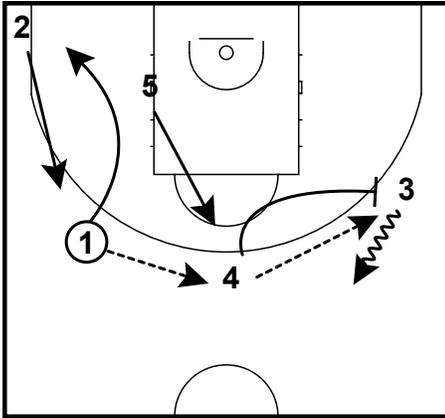
BLOB LINEA
Base Line Out of Bounds



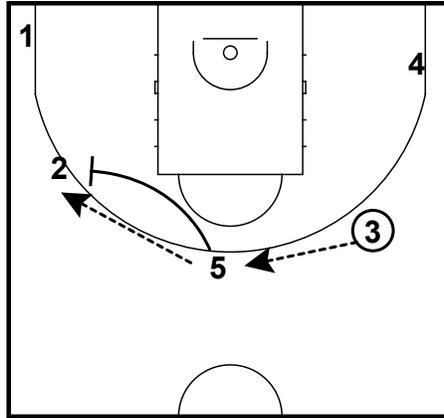


TRANSITION

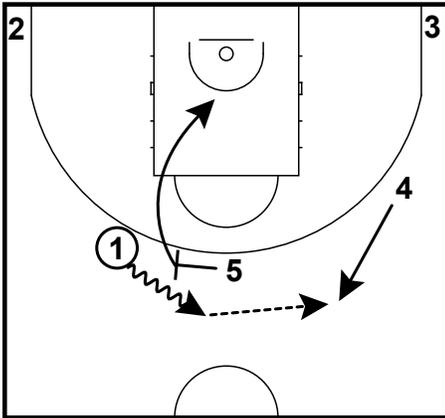
BASE
Transition



BASE
Transition



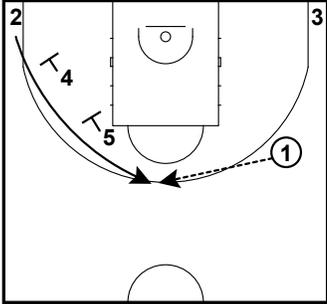
HEAD
Top PnR



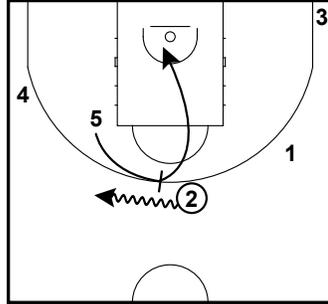


PNR

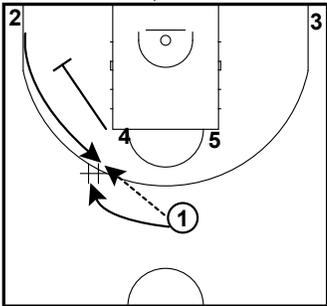
3 SIDE
Top PnR



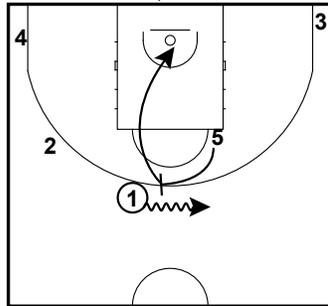
3 SIDE
Top PnR



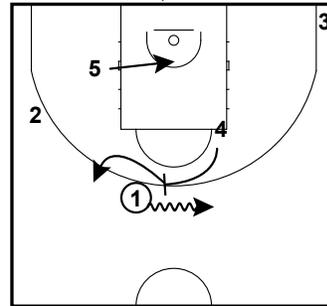
THUMB SIDE
Top PnR



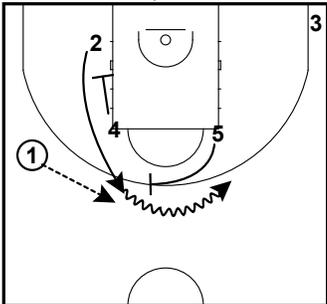
THUMB SIDE
Top PnR



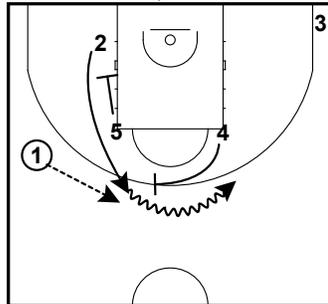
THUMB SIDE
Top PnR



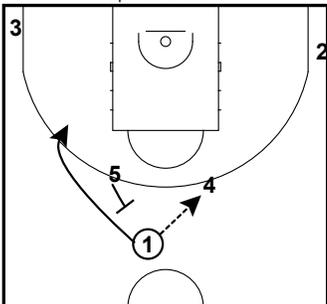
ZIP
Top PnR



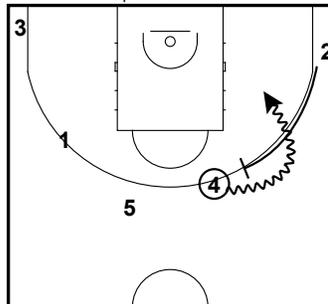
ZIP
Top PnR



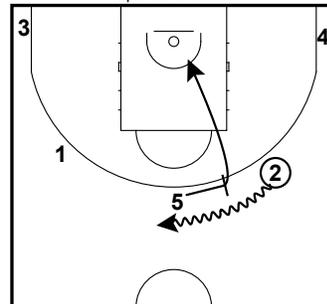
ATO
Special Situation



ATO
Special Situation



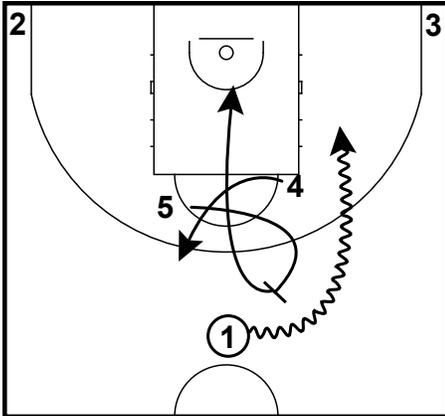
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Special Situation



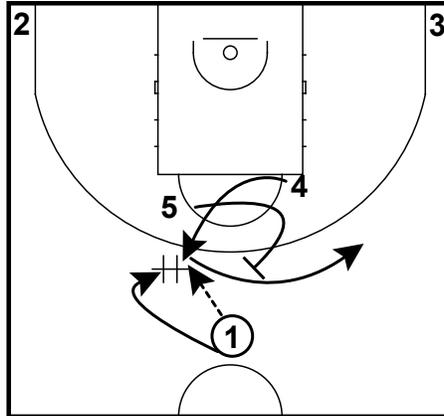


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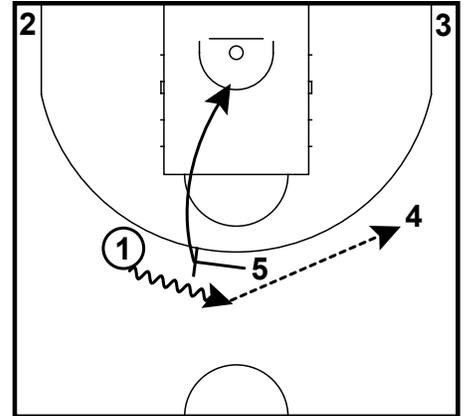
HORNS
Double High



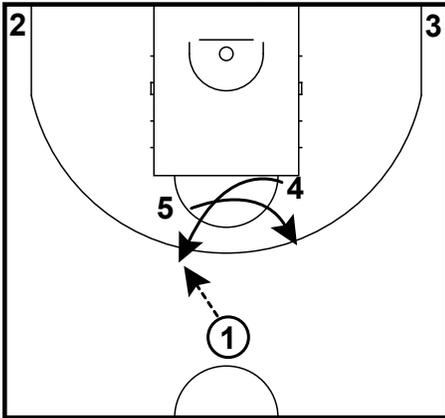
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Double High



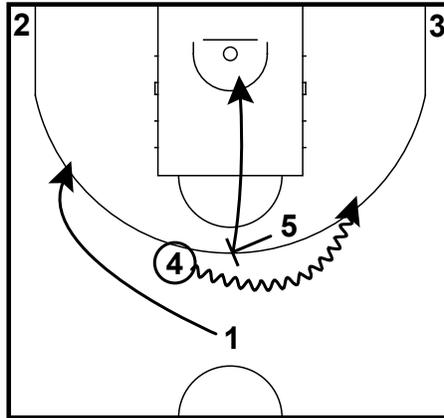
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Double High



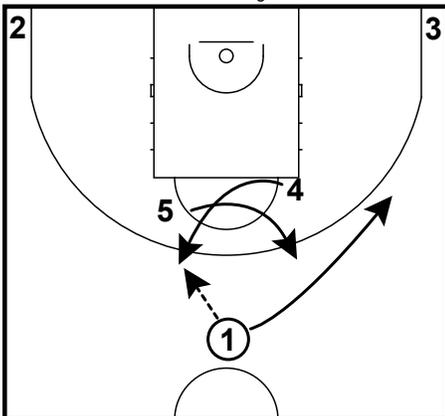
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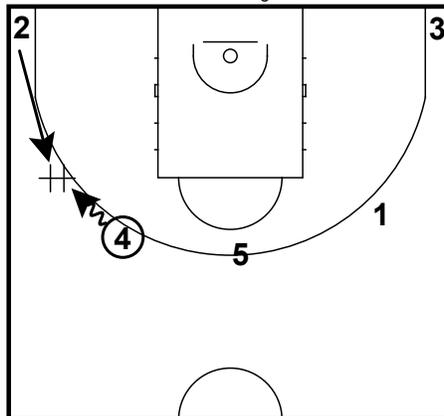
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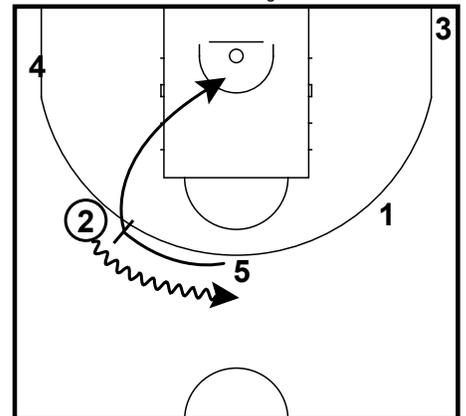
HORNS SIDE
Double High



HORNS SIDE
Double High

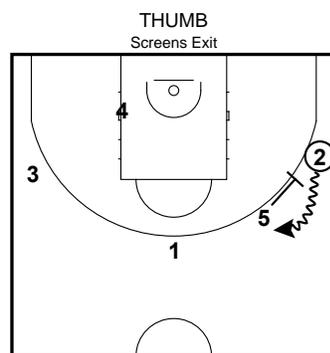
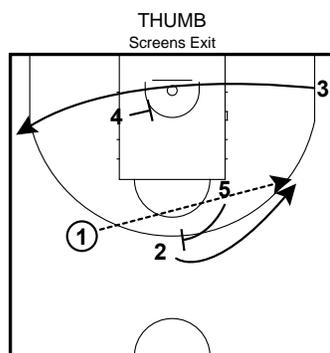
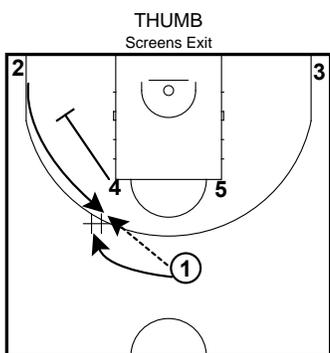
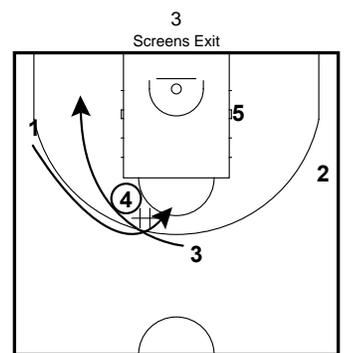
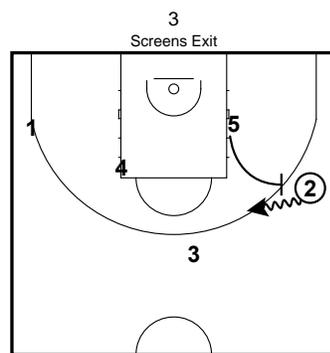
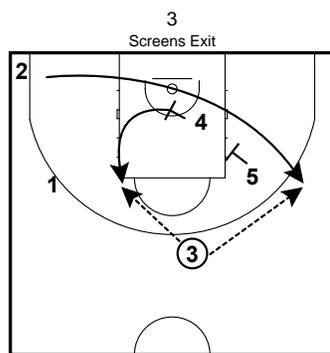
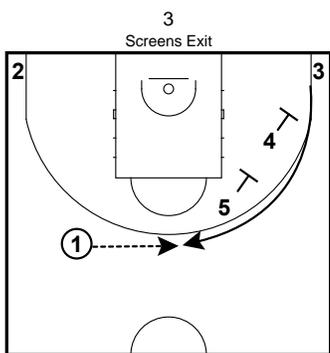
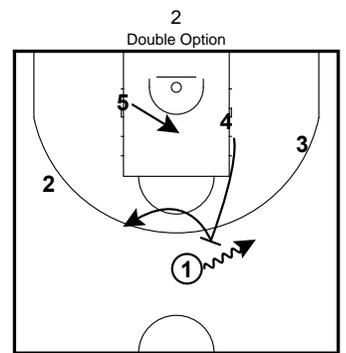
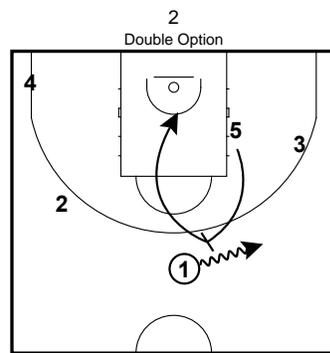
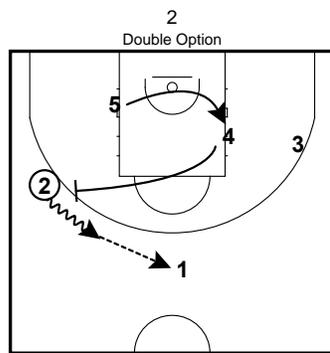
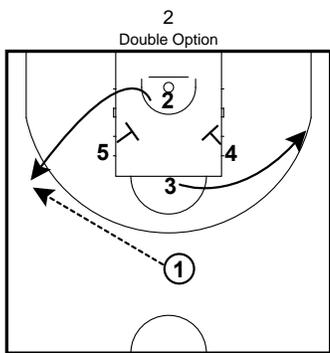
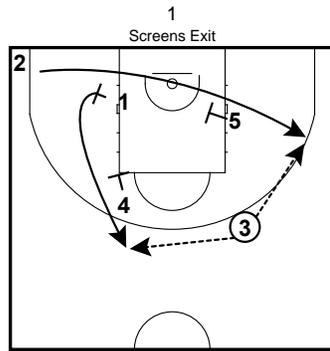
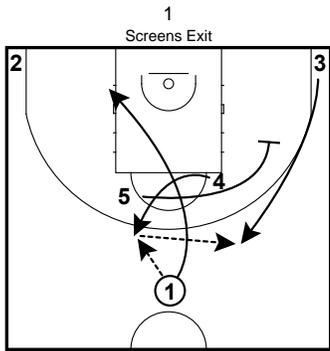


HORNS SIDE
Double High



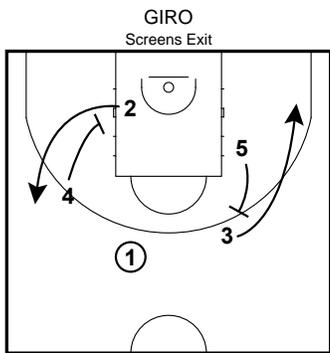
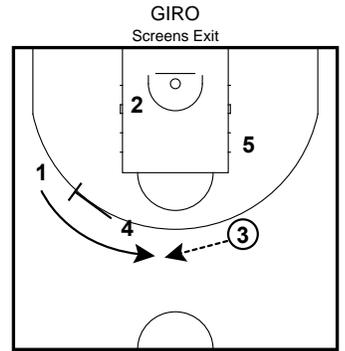
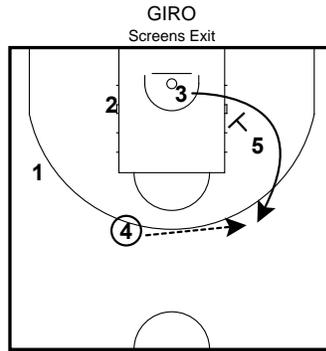
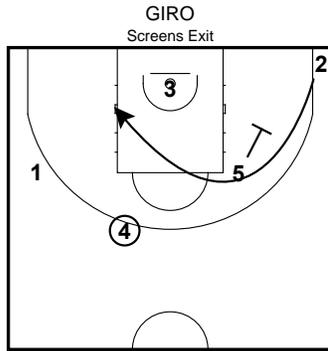
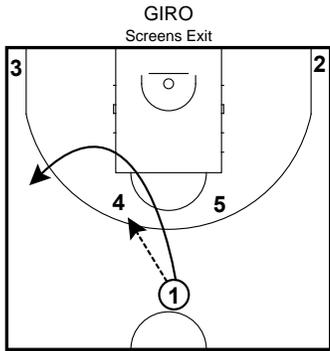


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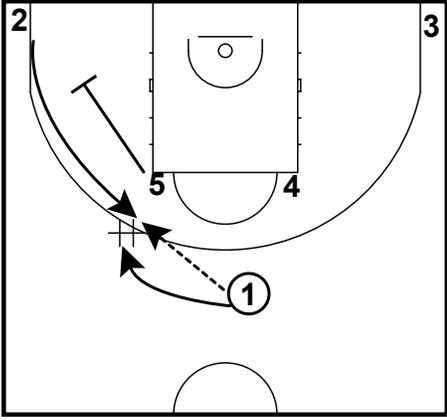
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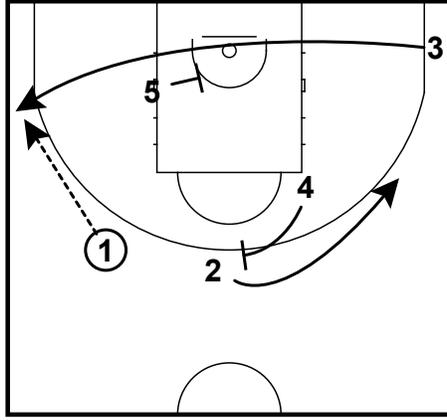


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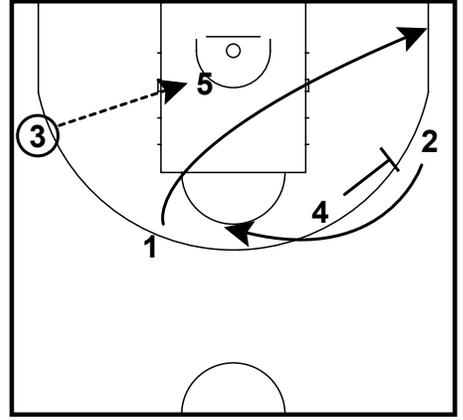
THUMB DOWN
Bigs Post Up



THUMB DOWN
Bigs Post Up

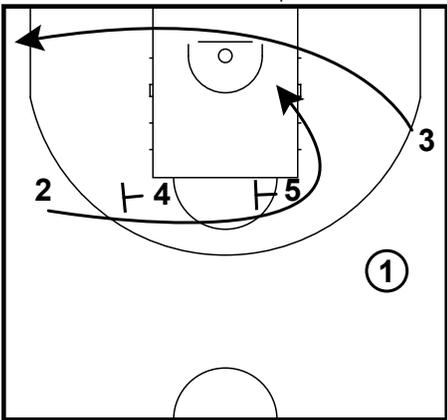


THUMB DOWN
Bigs Post Up

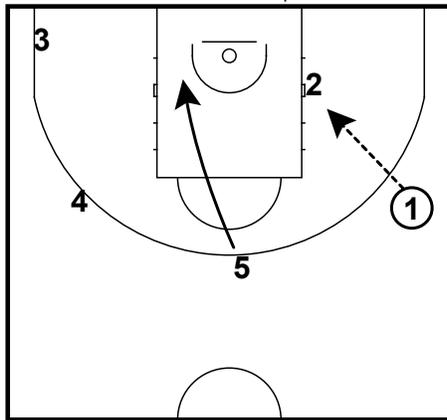


Looking for Morse LP

3 DOWN
Guards Post Up



3 DOWN
Guards Post Up

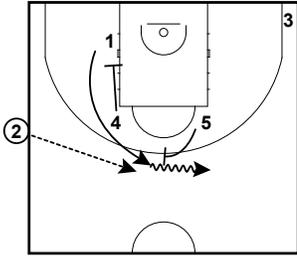


BOWERS LP

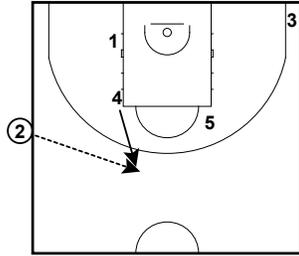


INBOUND PLAYS

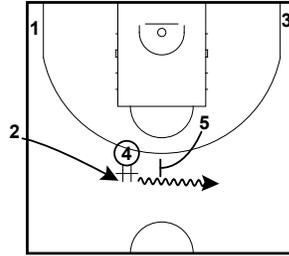
SLOB
Side Line Out of Bounds



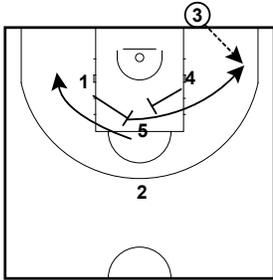
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Side Line Out of Bounds



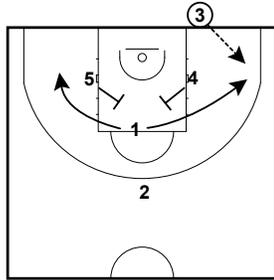
SLOB
Side Line Out of Bounds



BLOB
Base Line Out of Bounds

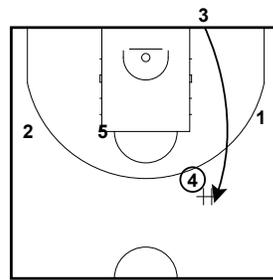


BLOB
Base Line Out of Bounds

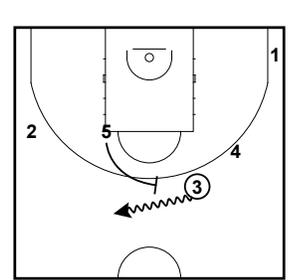


Few second Set

BLOB
Base Line Out of Bounds

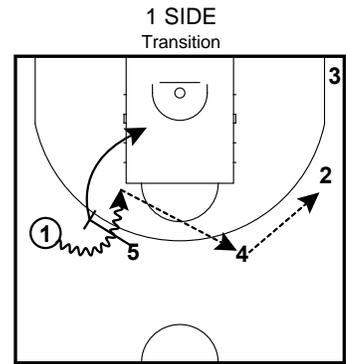
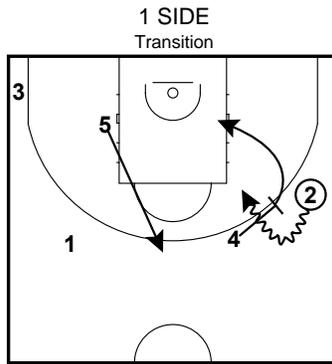
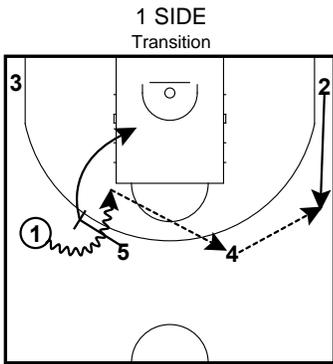


BLOB
Base Line Out of Bounds





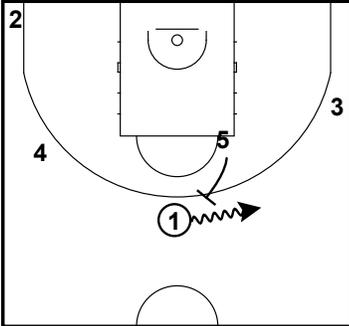
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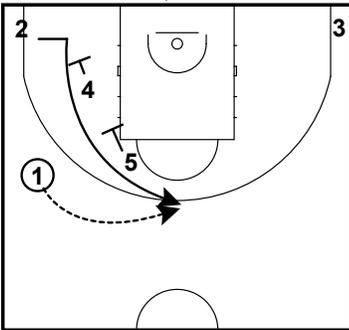


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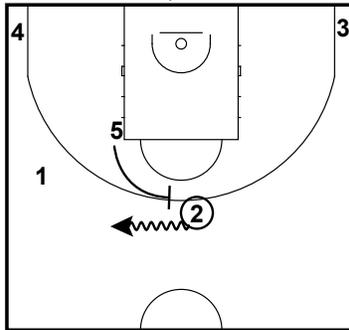
THUMB
Top PnR



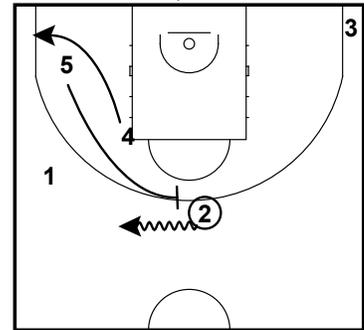
FIST
Top PnR



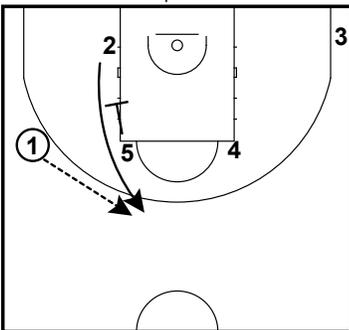
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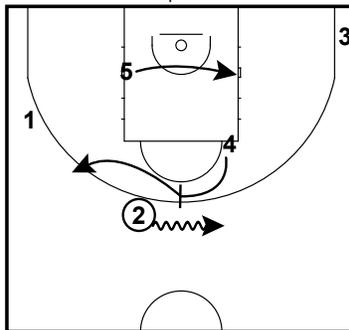
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Top PnR



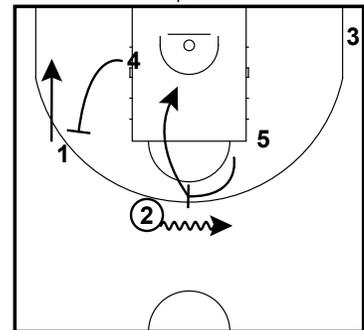
FIST DOWN
Top PnR



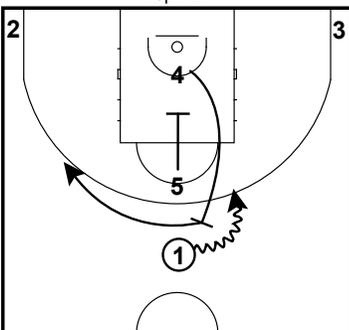
FIST DOWN
Top PnR



FIST DOWN
Top PnR



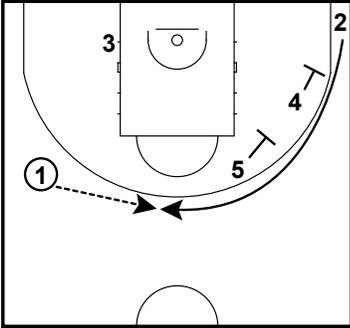
THUMB DOWN
Top PnR



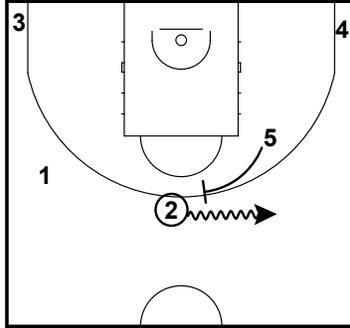


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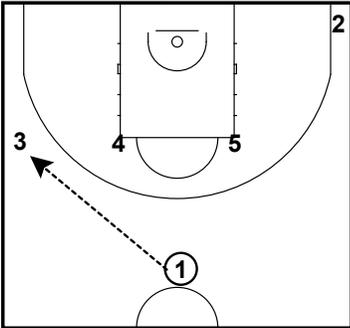
GIRO SIDE
Top PnR



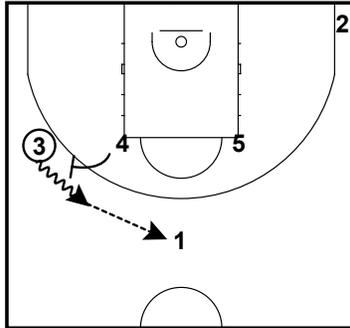
GIRO SIDE
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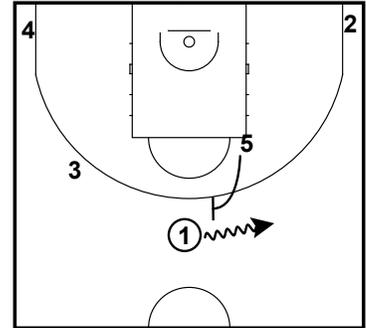
L SIDE
Top PnR



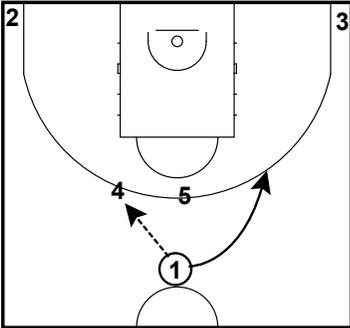
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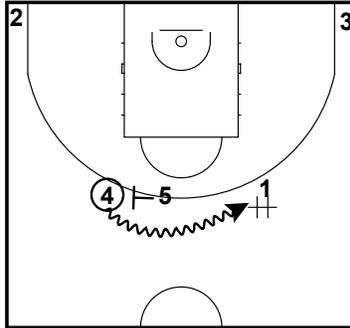
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Top PnR



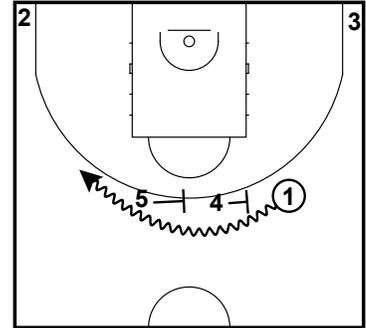
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Top PnR



??
Top PnR



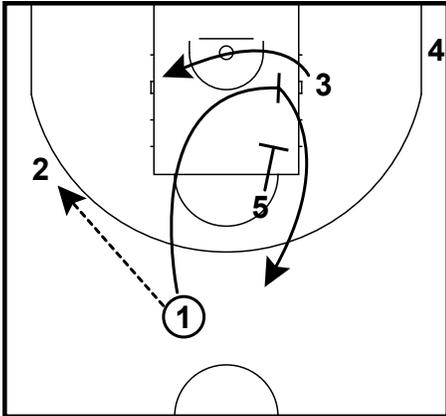
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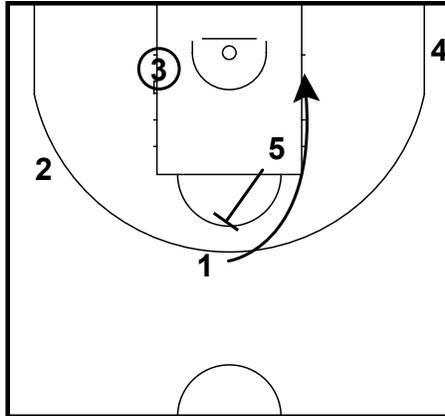


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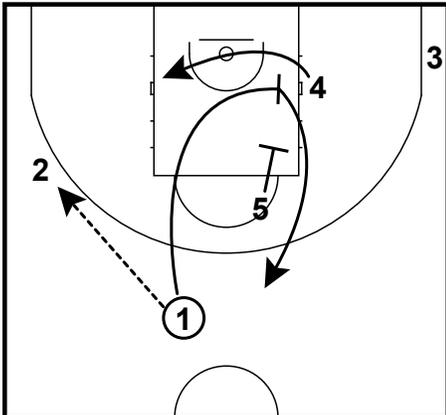
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Guards Post Up



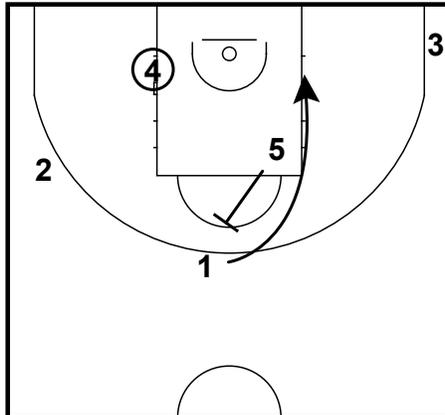
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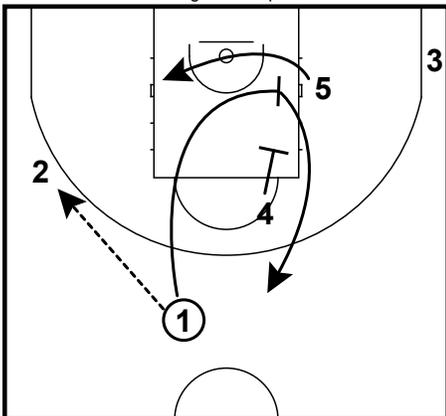
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Bigs Post Up



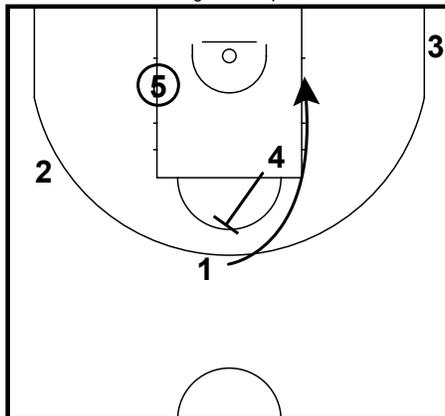
4
Bigs Post Up



5
Bigs Post Up



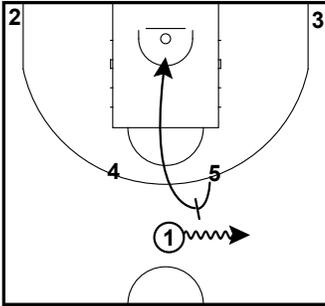
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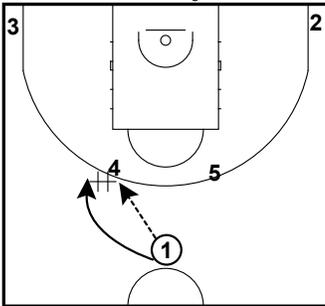


DOUBLE HIGH

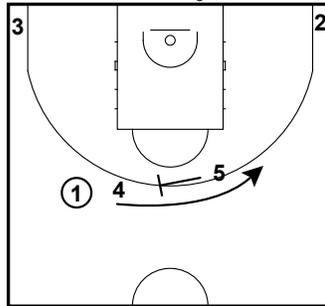
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Double High



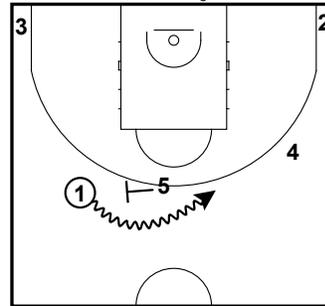
HORNS SIDE
Double High



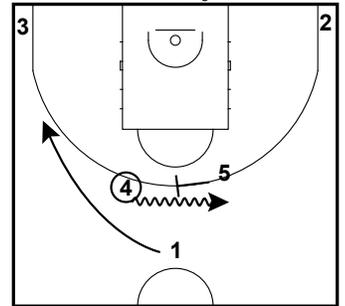
HORNS SIDE
Double High



HORNS SIDE
Double High

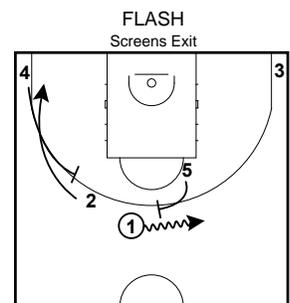
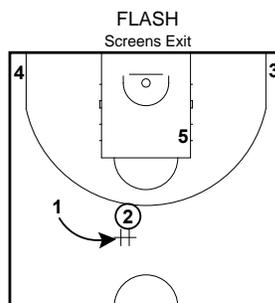
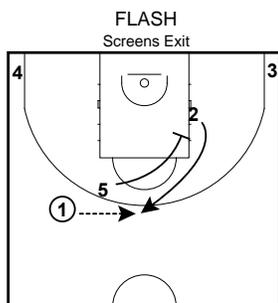
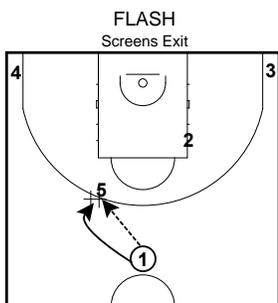
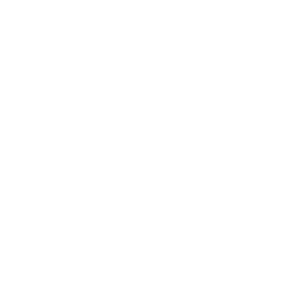
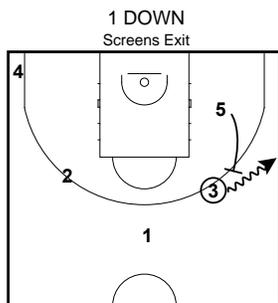
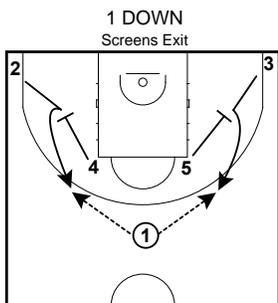
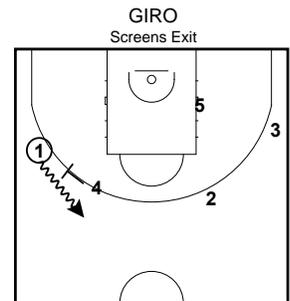
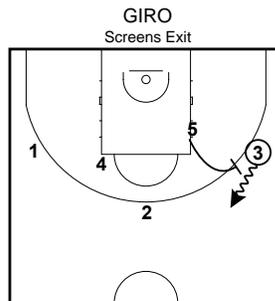
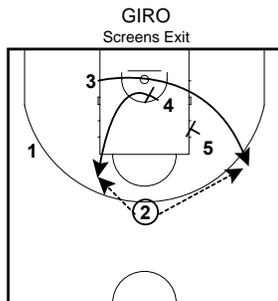
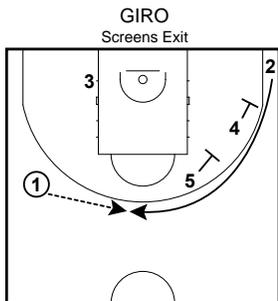
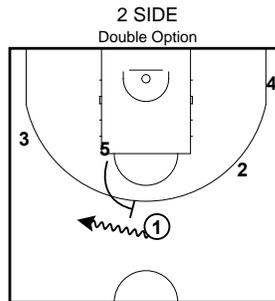
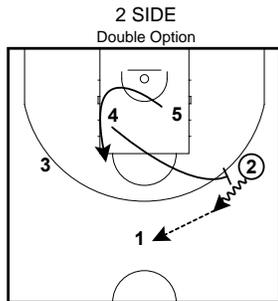
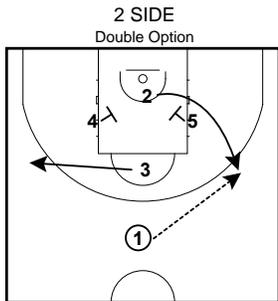
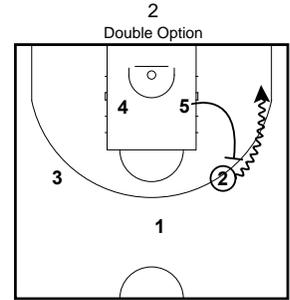
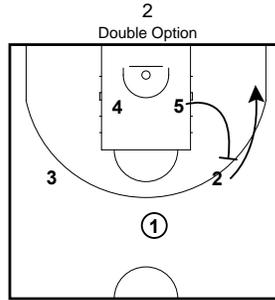
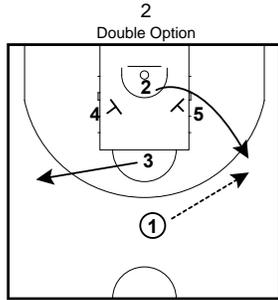
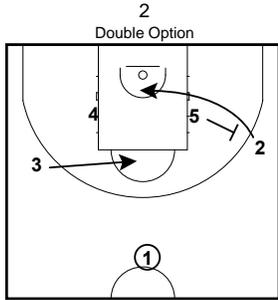


HORNS SIDE
Double High





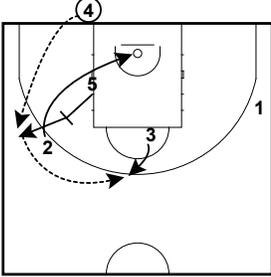
SCREENS EXIT





INBOUND PLAYS

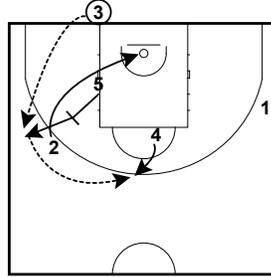
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Base Line Out of Bounds



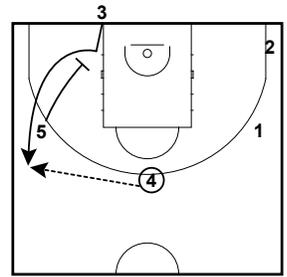
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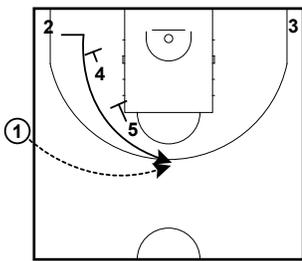
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Base Line Out of Bounds



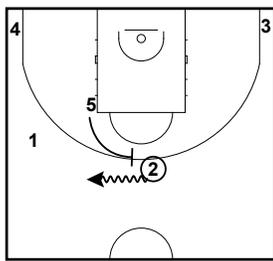
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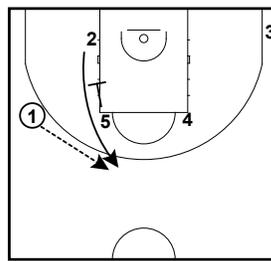
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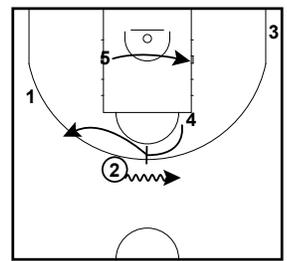
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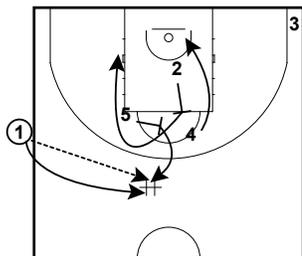
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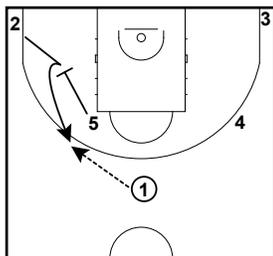
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Side Line Out of Bounds

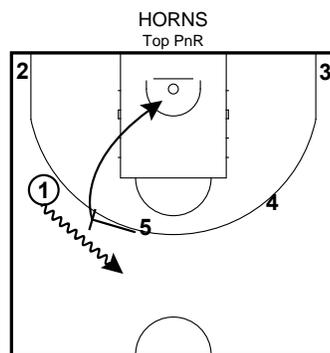
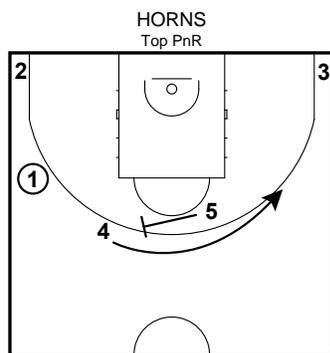
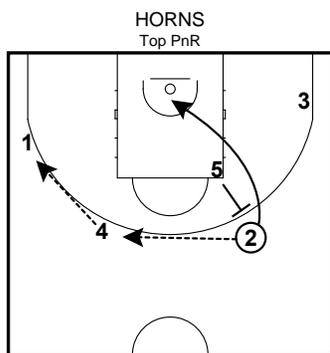
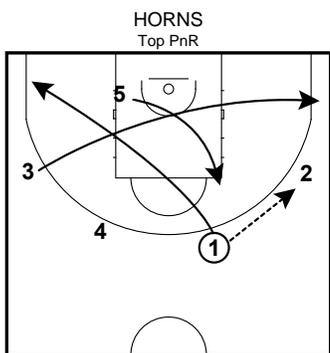
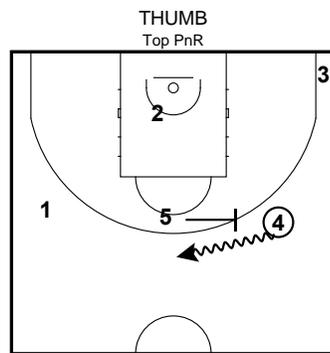
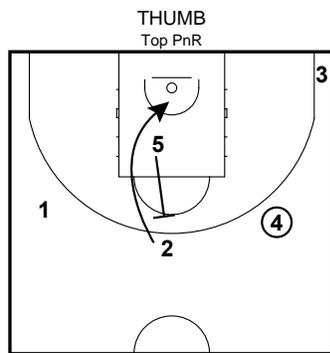
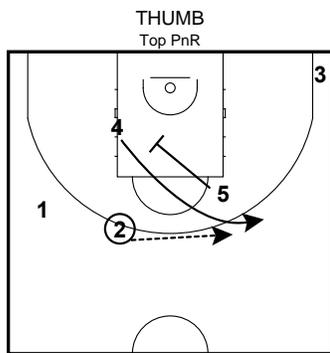
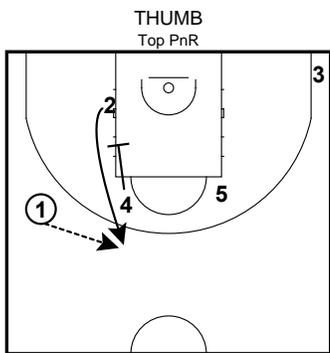
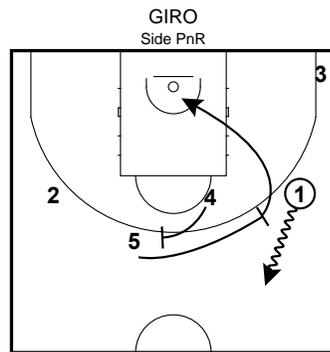
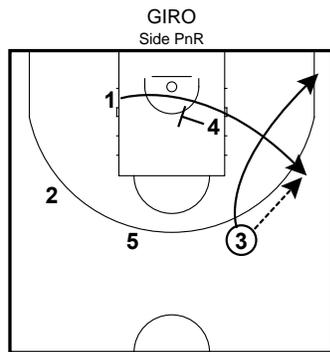
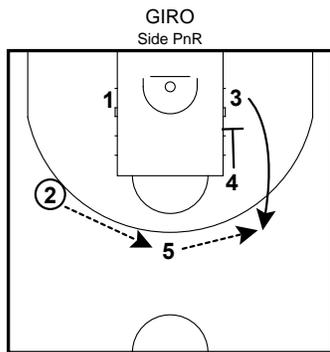
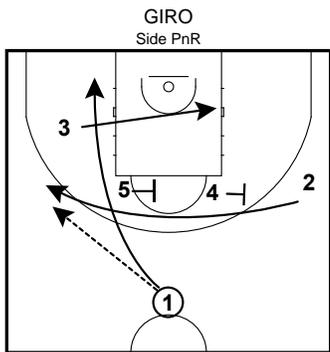
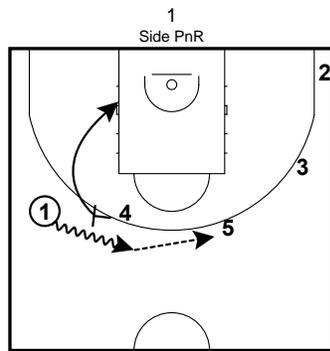
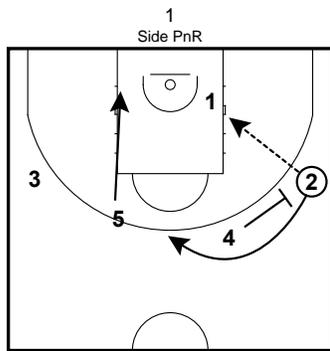
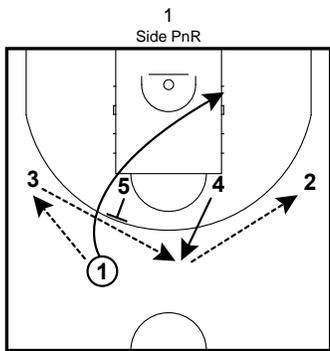


SLOB 1 DOWN
Side Line Out of Bounds



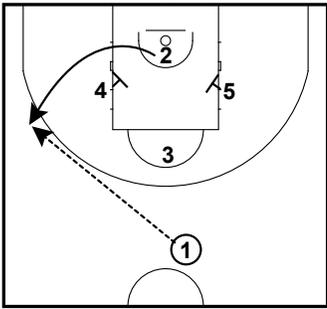
SLOB 1 DOWN
Side Line Out of Bounds



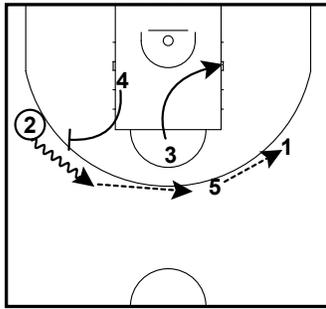




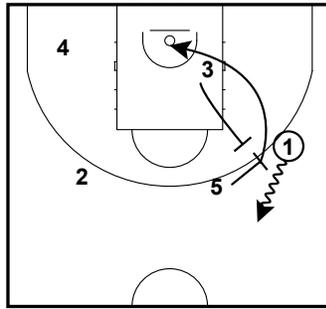
HORNS DOWN
Screens Exit



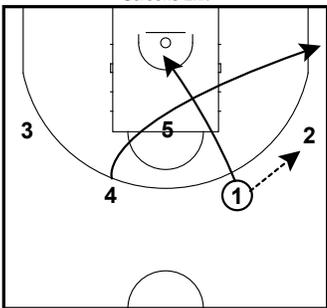
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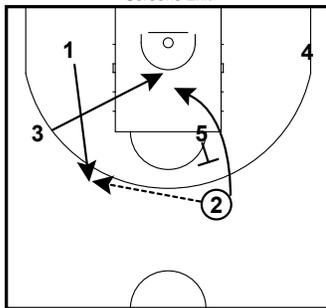
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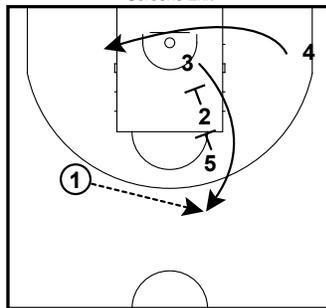
HORNS SIDE
Screens Exit



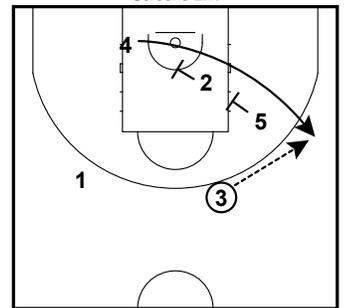
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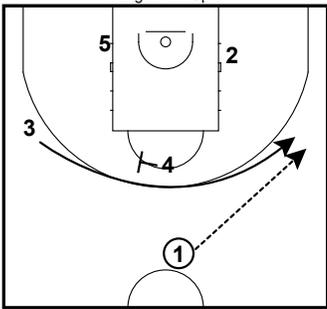
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Screens Exit



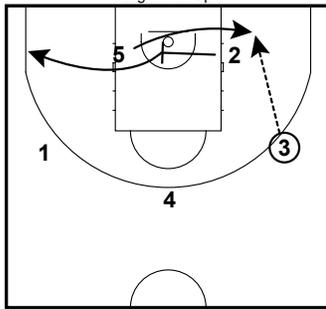
HORNS SIDE
Screens Exit



5
Bigs Post Up



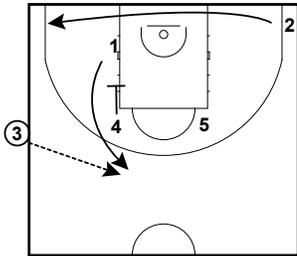
5
Bigs Post Up



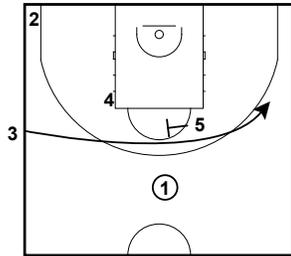


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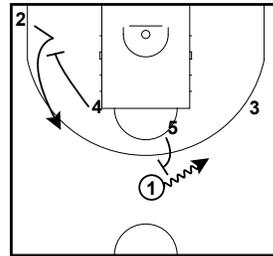
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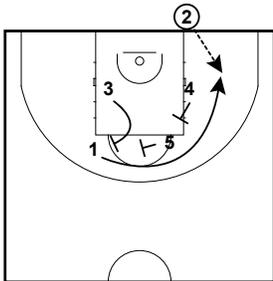
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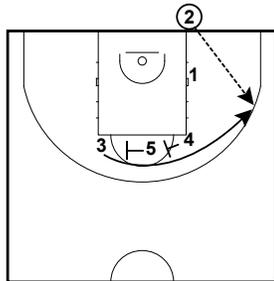
SLOB
Side Line Out of Bounds



BLOB
Base Line Out of Bounds

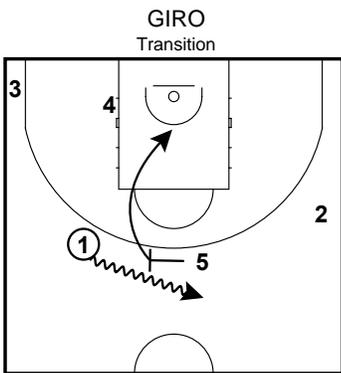
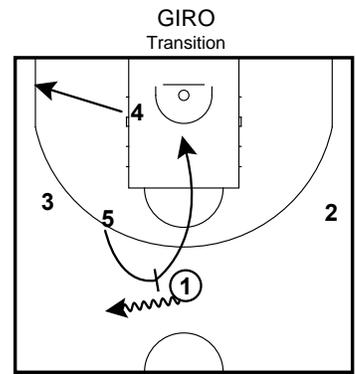
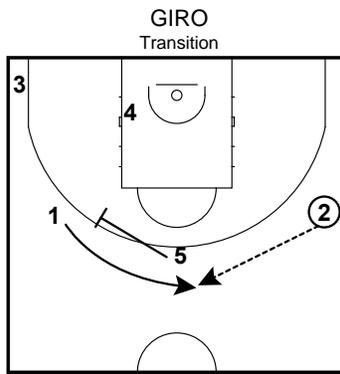
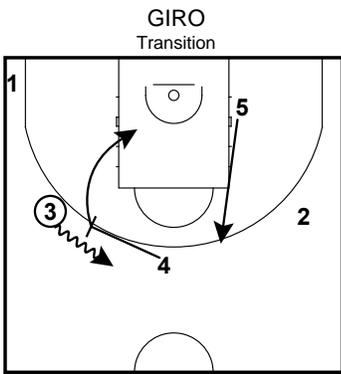
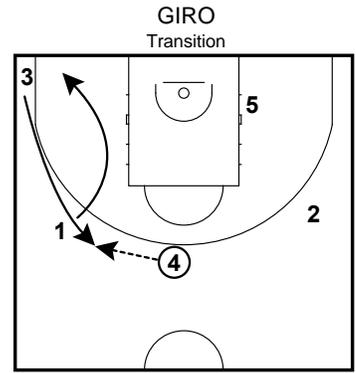
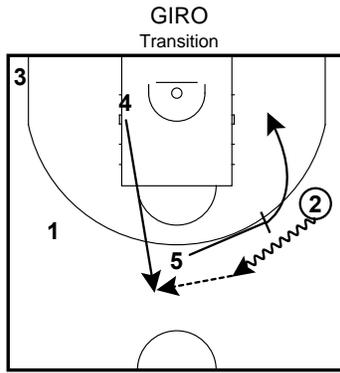
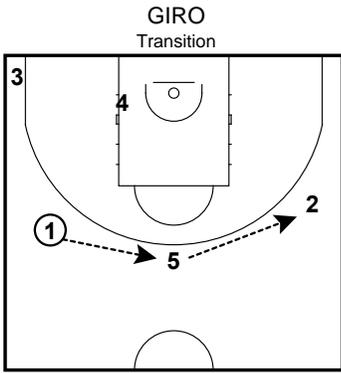


BLOB
Base Line Out of Bounds





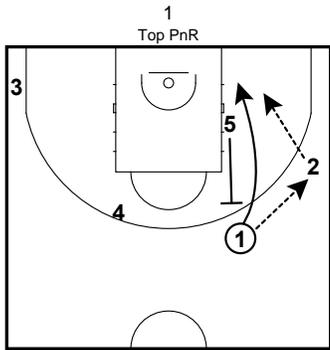
TRANSITION



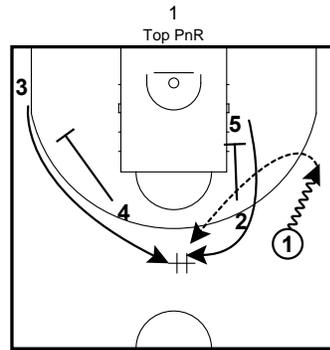
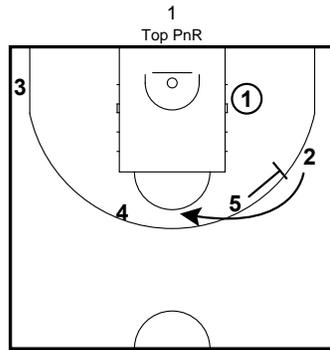
TOP PnR immediately



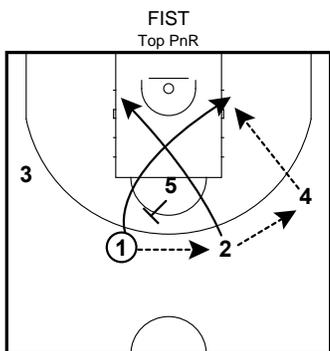
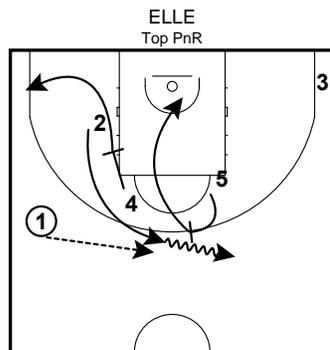
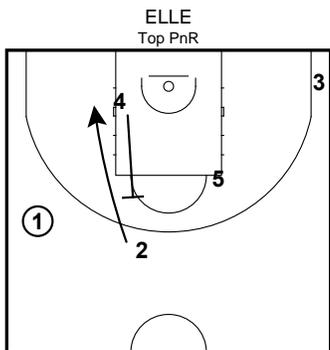
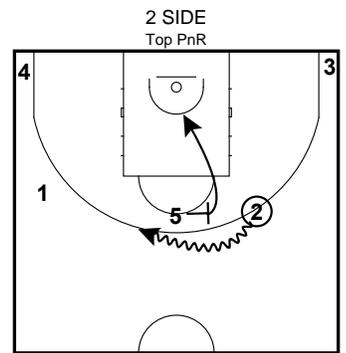
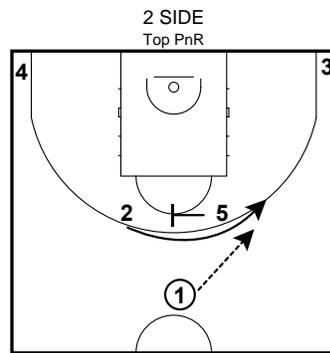
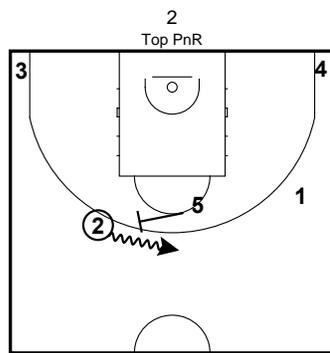
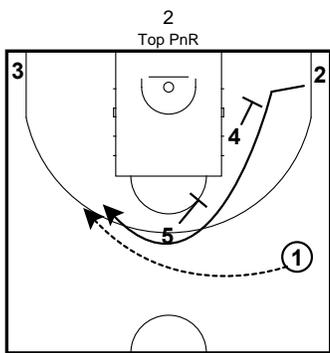
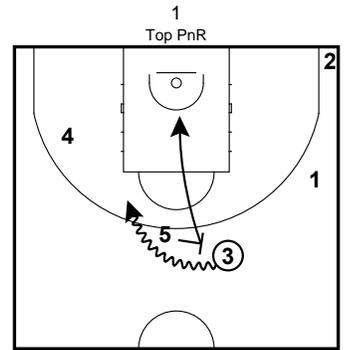
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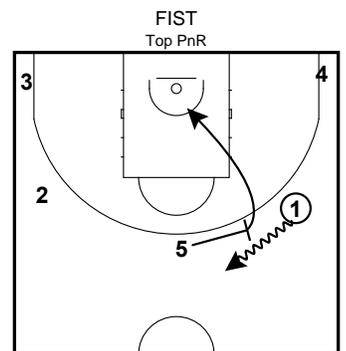
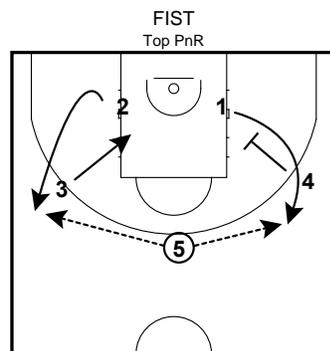
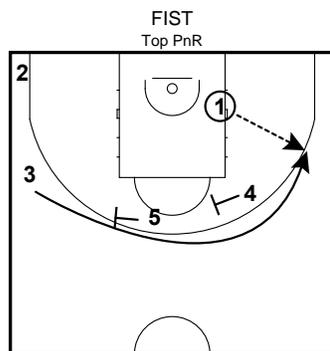
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GIURI LP



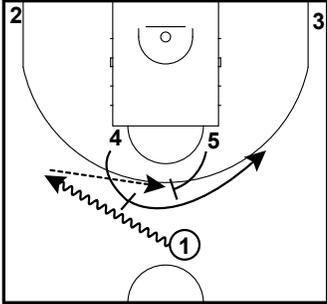
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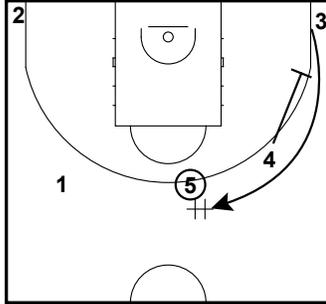


TOP PNR

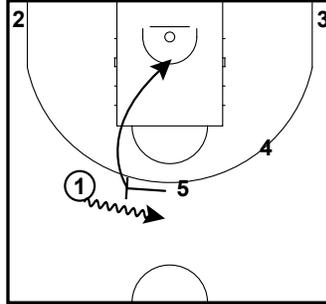
HORNS
Top PnR



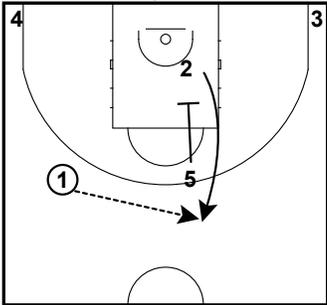
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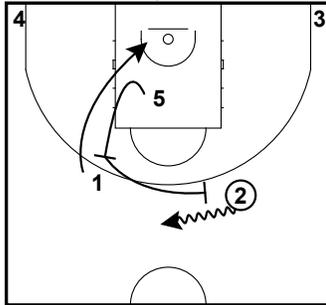
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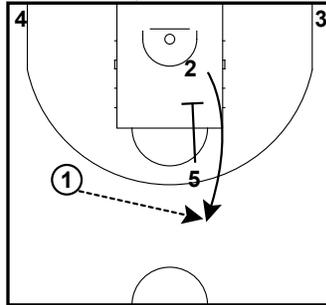
THUMB
Top PnR



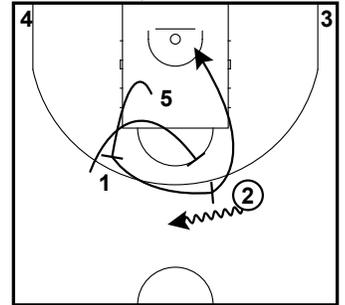
THUMB
Top PnR



THUMB DOWN
Spanish PnR



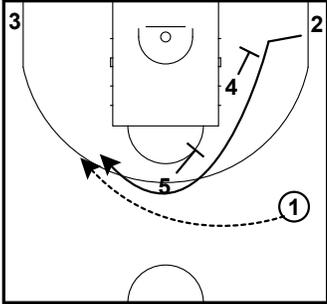
THUMB DOWN
Spanish PnR



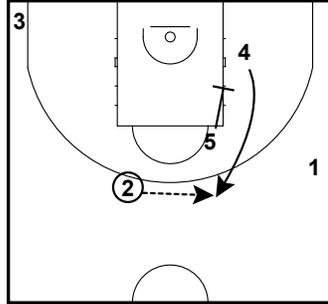


SCREENS EXIT

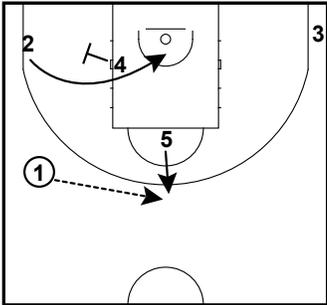
2 DOWN
Screens Exit



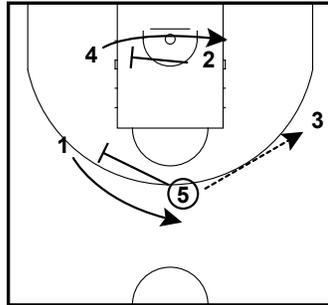
2 DOWN
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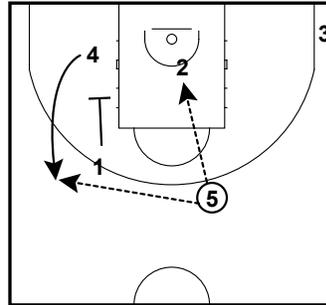
4 DOWN
Screens Exit



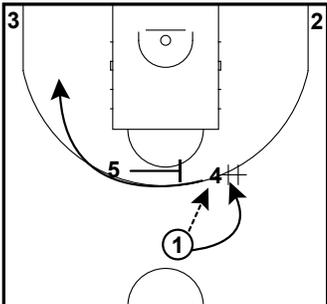
4 DOWN
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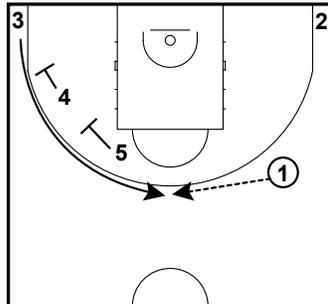
4 DOWN
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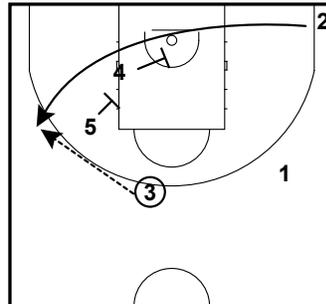
HORNS SIDE
Screens Exit



HORNS SIDE
Screens Exit



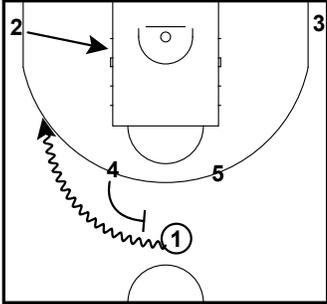
HORNS SIDE
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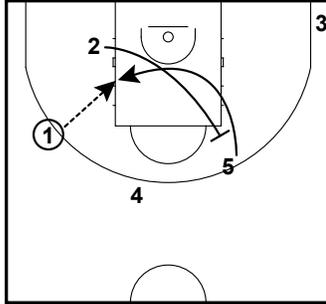


POST UP

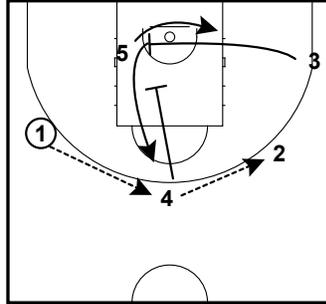
HORNS DOWN
Bigs Post Up



HORNS DOWN
Bigs Post Up

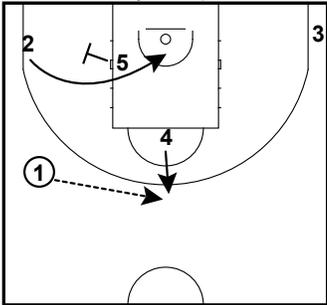


HORNS DOWN
Bigs Post Up

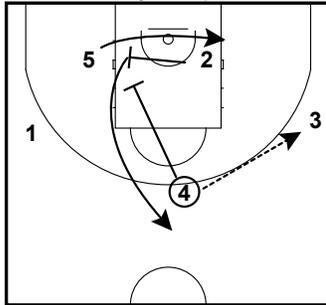


CAN START BOTH SIDE #4 #5

5 DOWN
Bigs Post Up



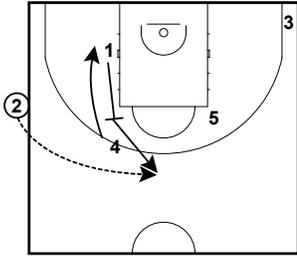
5 DOWN
Bigs Post Up



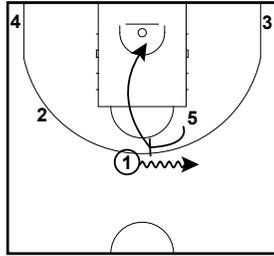


INBOUND PLAYS

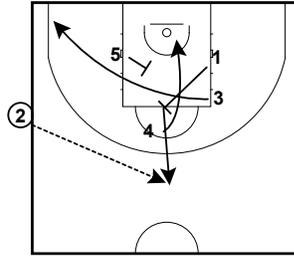
SLOB 1
Side Line Out of Bounds



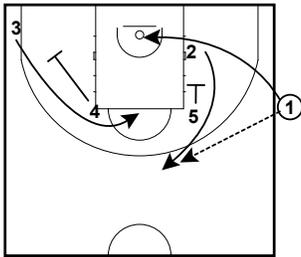
SLOB 1
Side Line Out of Bounds



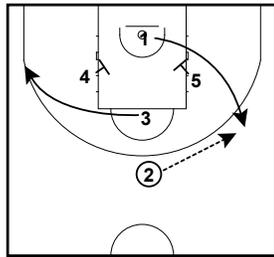
SLOB "QUICK"
Side Line Out of Bounds



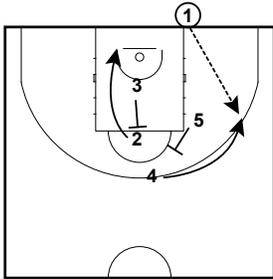
SLOB "Double Option"
Side Line Out of Bounds



SLOB "Double Option"
Side Line Out of Bounds



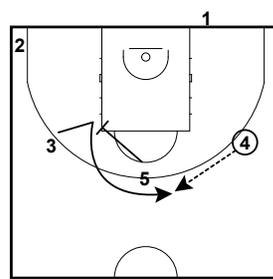
BLOB
Base Line Out of Bounds



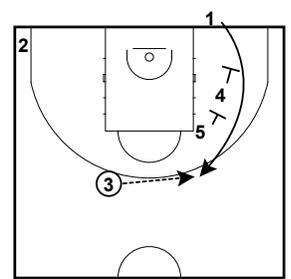
BLOB
Base Line Out of Bounds



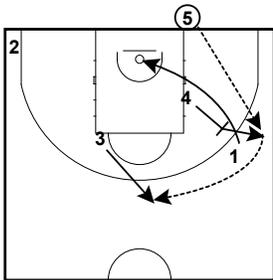
BLOB
Base Line Out of Bounds



BLOB
Base Line Out of Bounds



BLOB "5"
Base Line Out of Bounds



BLOB "5"
Base Line Out of Bounds

