



Stack Offense



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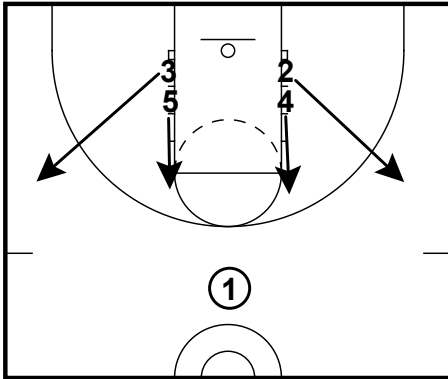
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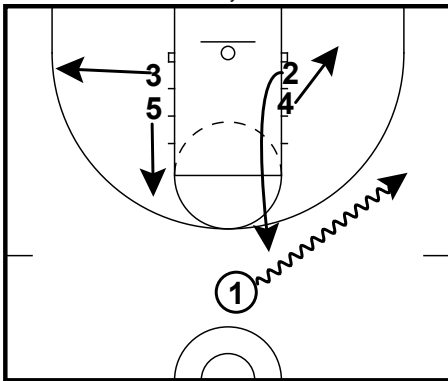
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Basic Actions

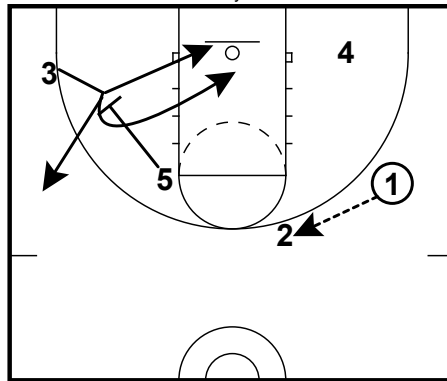
Basic Action
Continuity/Motion



Basic Dribble Entry
Continuity/Motion

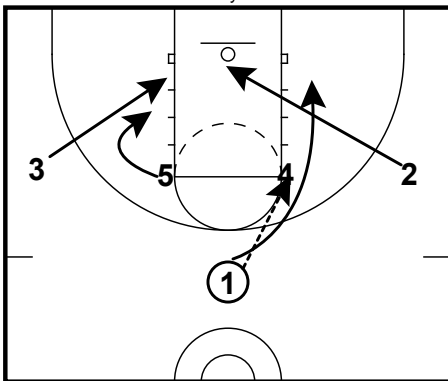


Basic Dribble Entry
Continuity/Motion

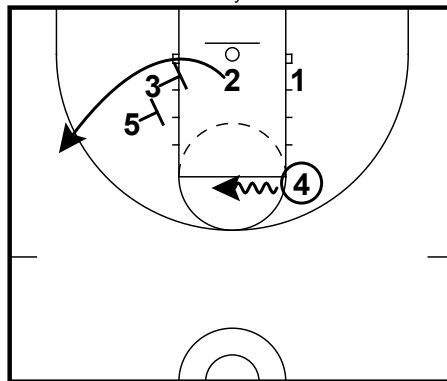


3 can curl, back cut, or fade cut on the wide pin down screen by 5.

Basic Post Entry
Continuity/Motion

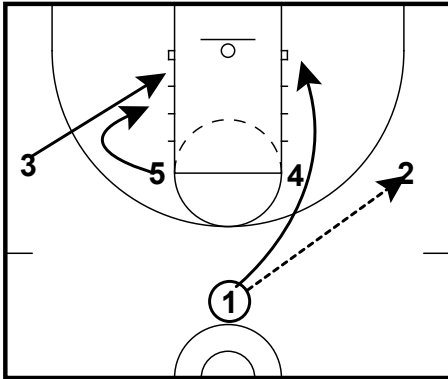


Basic Post Entry
Continuity/Motion

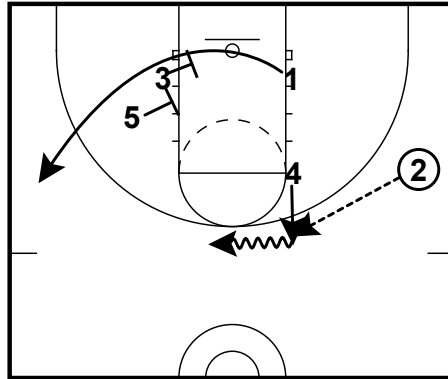


Basic Actions

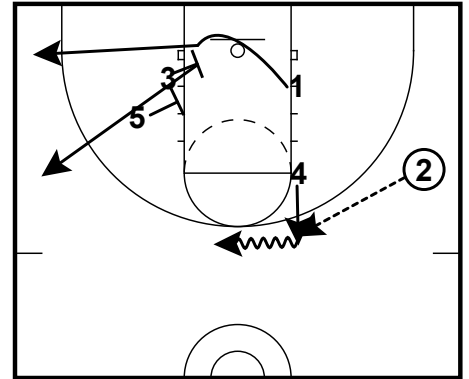
Basic Wing Entry
Continuity/Motion



Basic Wing Entry
Continuity/Motion

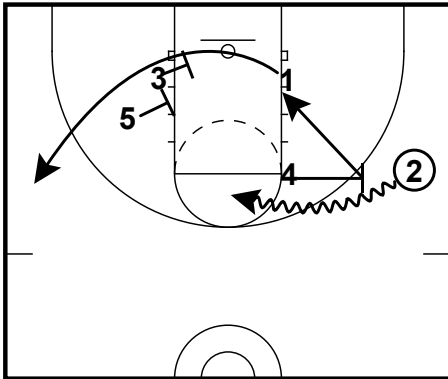


Basic Wing Entry
Continuity/Motion



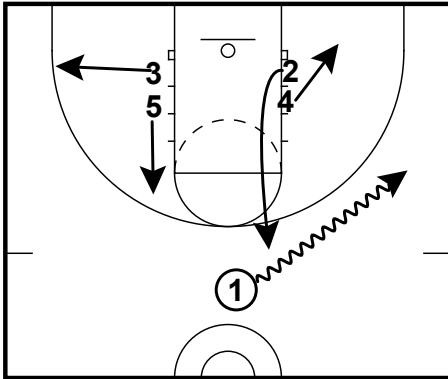
If 1 runs a fade cut to the corner

Basic Wing Entry
Continuity/Motion

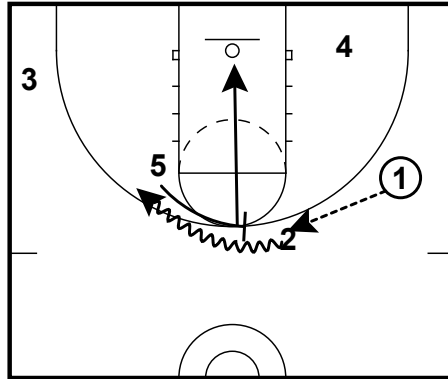


Dribble Specials

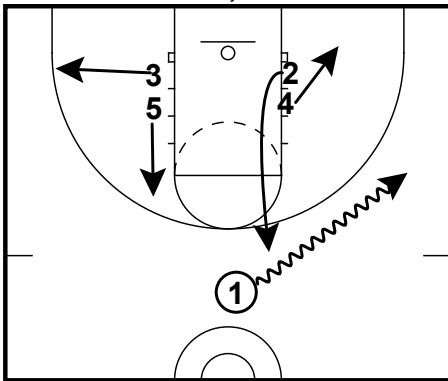
Zipper
Continuity/Motion



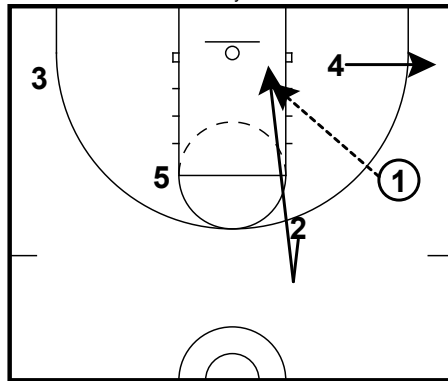
Zipper
Continuity/Motion



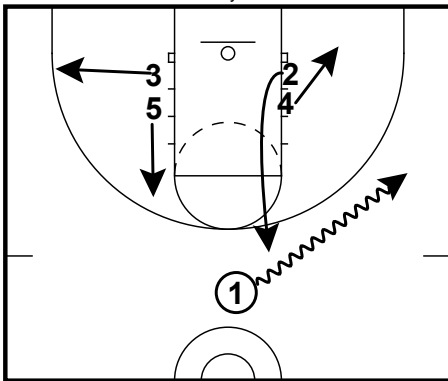
Touch
Continuity/Motion



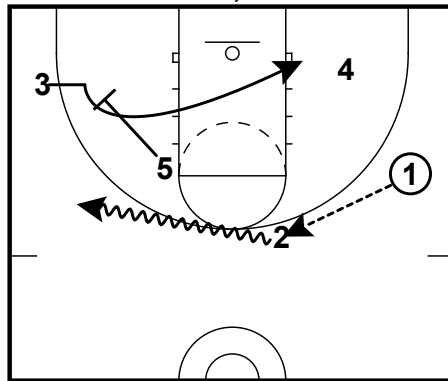
Touch
Continuity/Motion



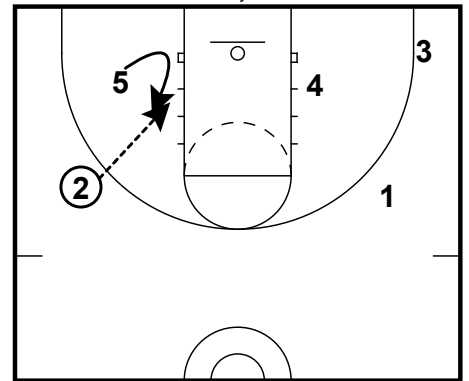
Weak
Continuity/Motion



Weak
Continuity/Motion

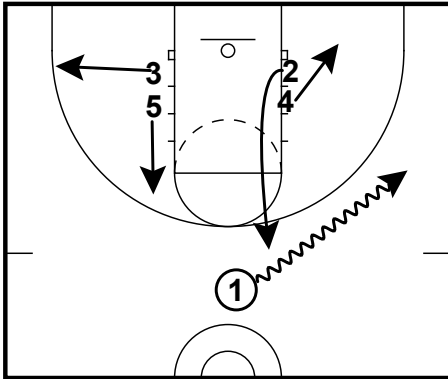


Weak
Continuity/Motion

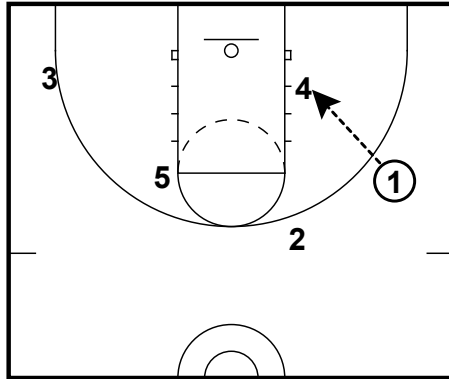


Dribble Specials

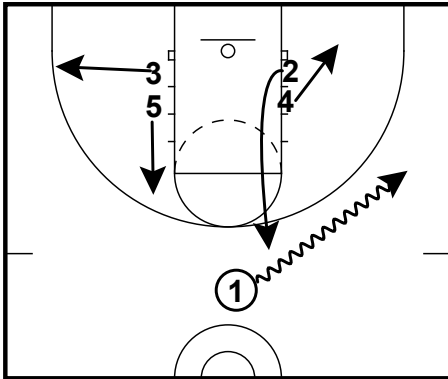
Strong
Continuity/Motion



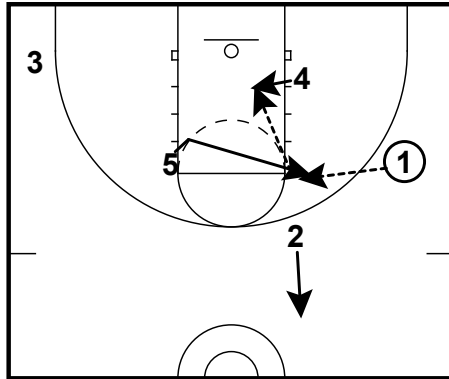
Strong
Continuity/Motion



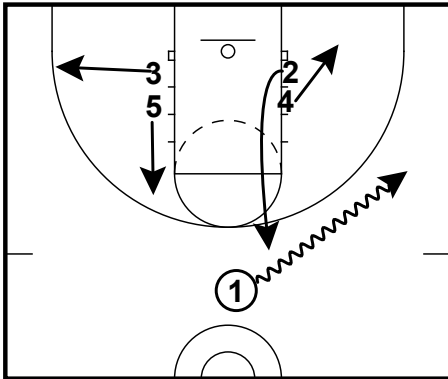
Hawaii
Continuity/Motion



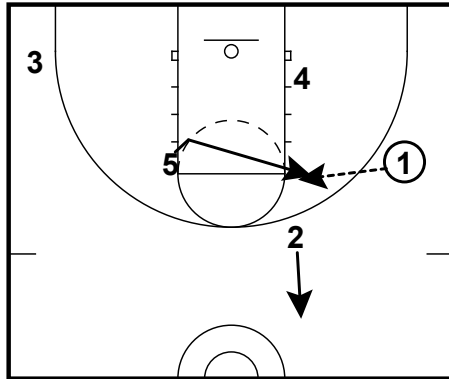
Hawaii
Continuity/Motion



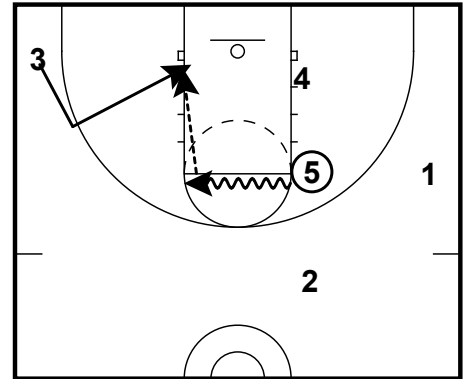
Cal Poly
Continuity/Motion



Cal Poly
Continuity/Motion

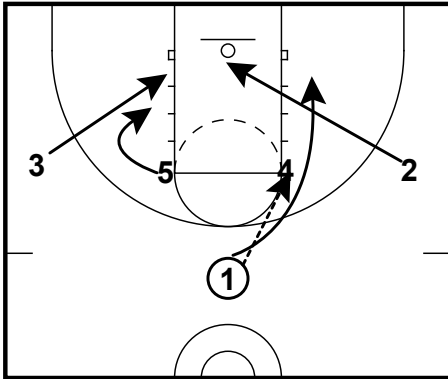


Cal Poly
Continuity/Motion

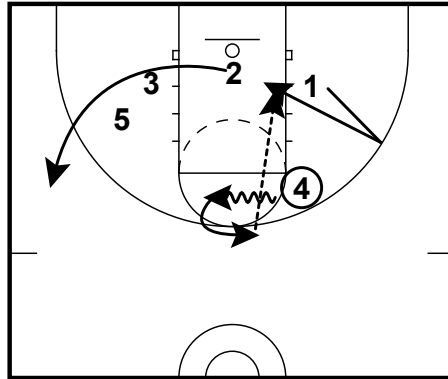


Post Specials

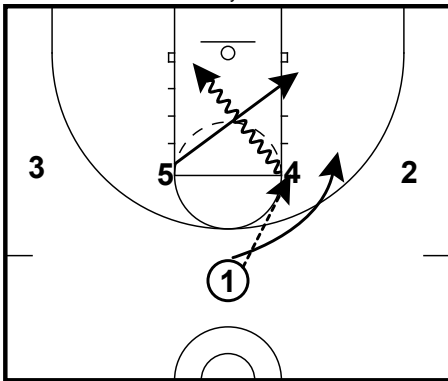
Color
Continuity/Motion



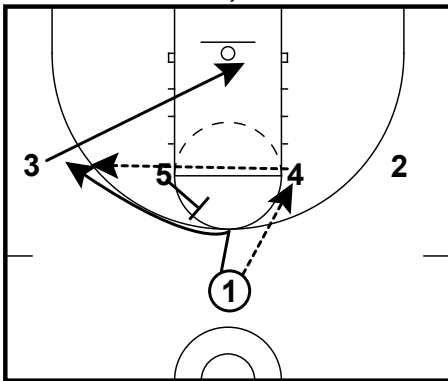
Color
Continuity/Motion



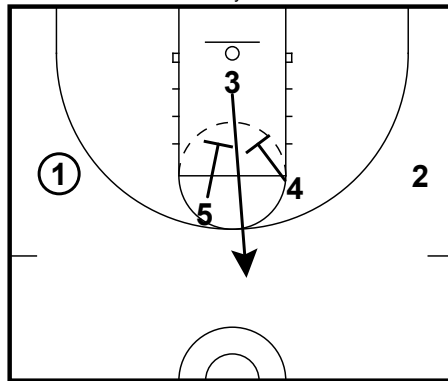
Delta
Continuity/Motion



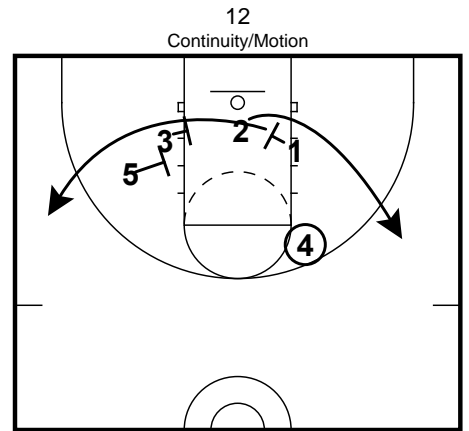
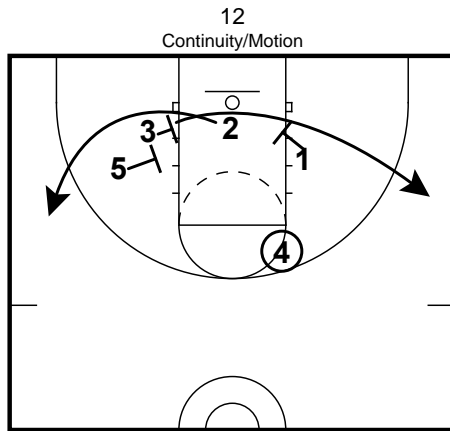
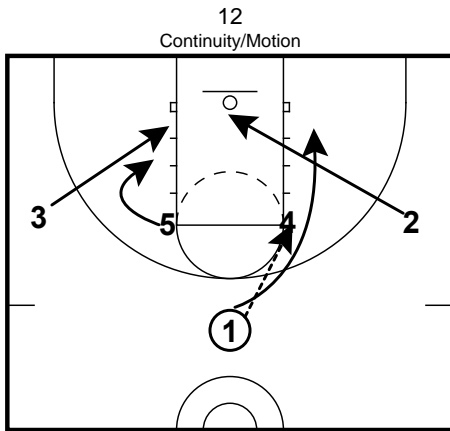
Yuba
Continuity/Motion



Yuba
Continuity/Motion

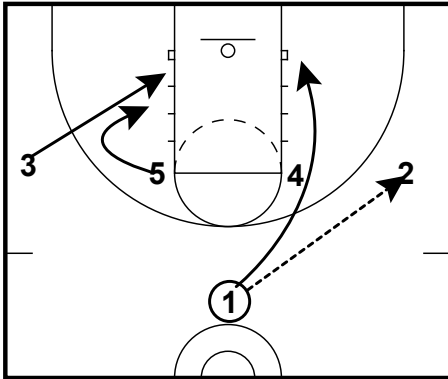


Post Specials

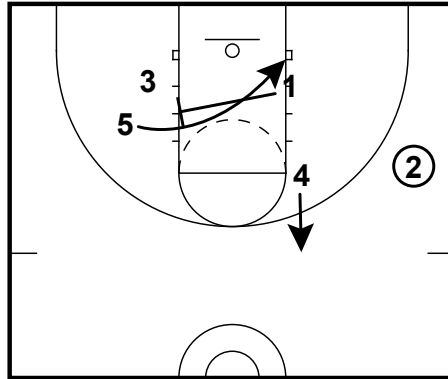


Wing Specials

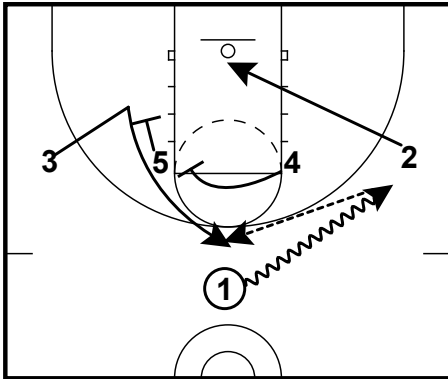
Animal
Continuity/Motion



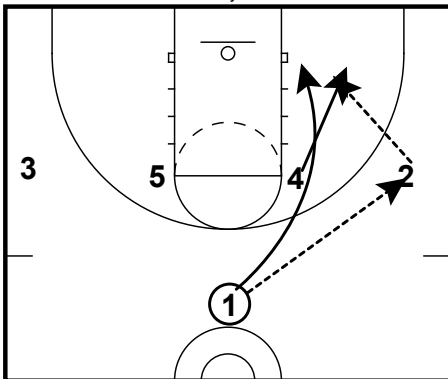
Animal
Continuity/Motion



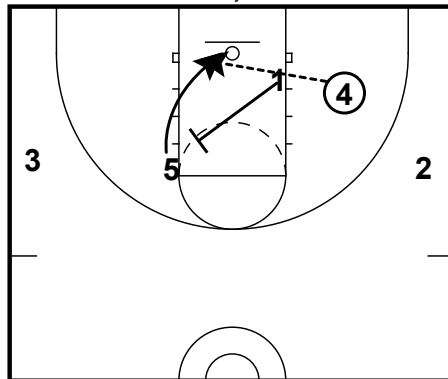
Armed Forces
Continuity/Motion



C Squared
Continuity/Motion

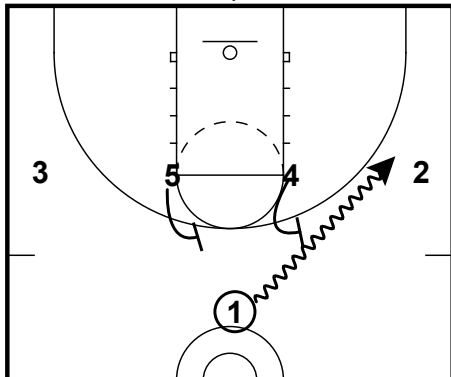


C Squared
Continuity/Motion

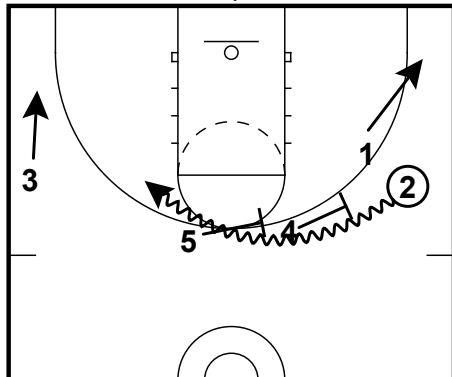


Wing Specials

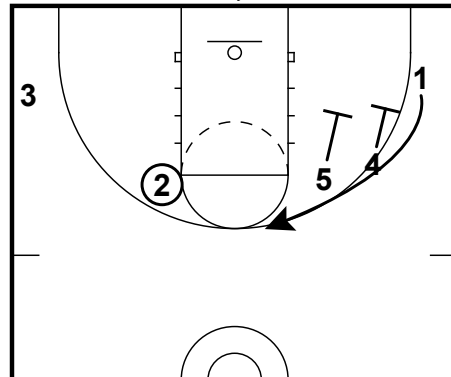
Spartan
Continuity/Motion



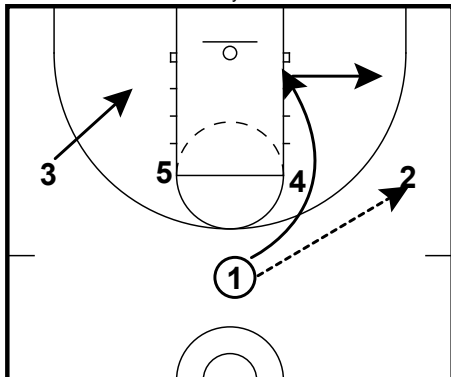
Spartan
Continuity/Motion



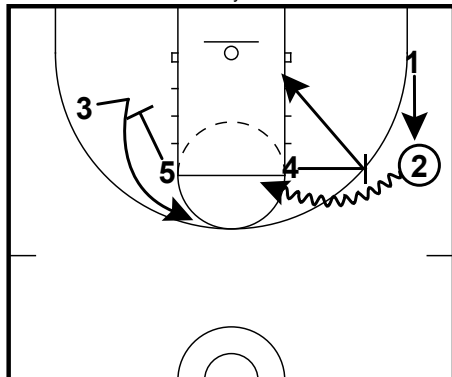
Spartan
Continuity/Motion



Chicago
Continuity/Motion

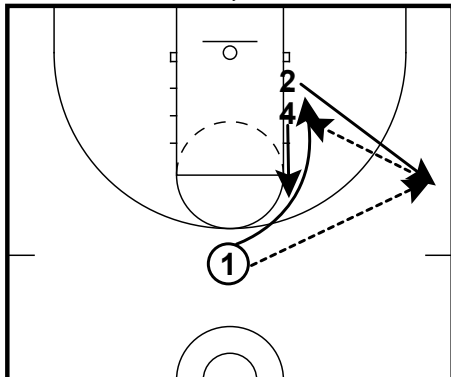


Chicago
Continuity/Motion



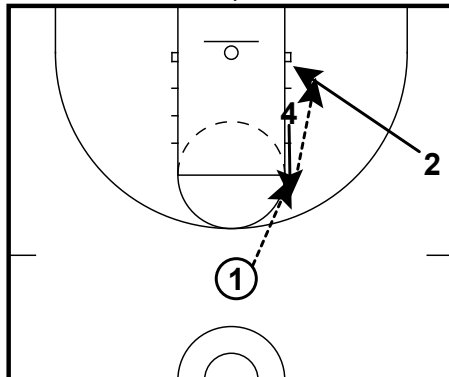
Drills

Drills
Continuity/Motion



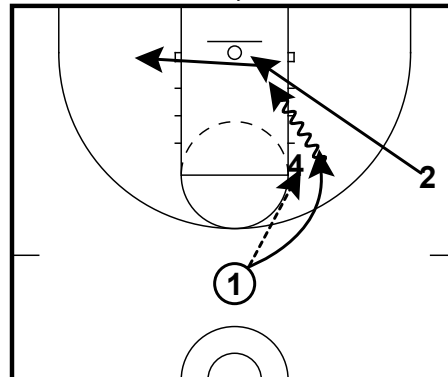
Drill 1: Hit wing, UCLA Cut, hit cutter

Drills
Continuity/Motion



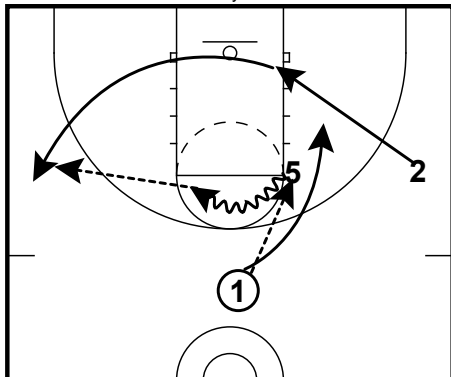
Drill 2: Pop to wing, hit post, backdoor cut

Drills
Continuity/Motion



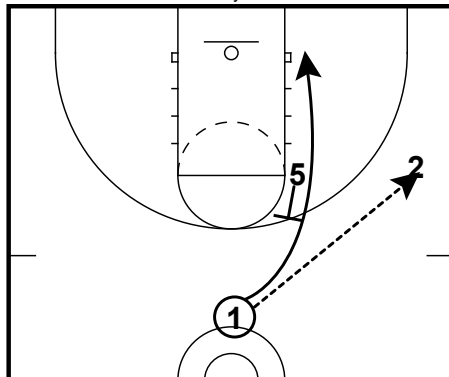
Drill 3: Hit post, backdoor cut by wing, passer gets handoff.

Drills
Continuity/Motion



Drill 4: Hit post, backdoor cut, passer comes off for handoff, dribble to midline, hit cutter on wing.

Drills
Continuity/Motion



Drill 5: Hit wing, UCLA cut off post, reverse and hit cutter

Drills
Continuity/Motion

