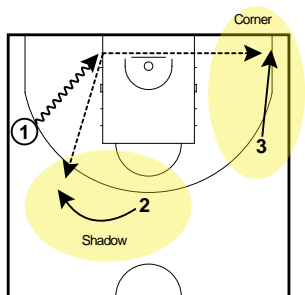


# Spacing EA7 - Wing drive 3c0

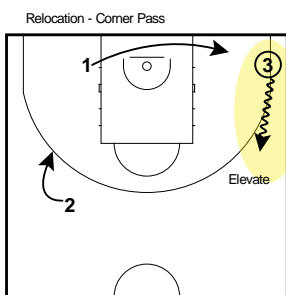
## Didattica

Spacing EA7 - Wing drive 3c0  
Didattica

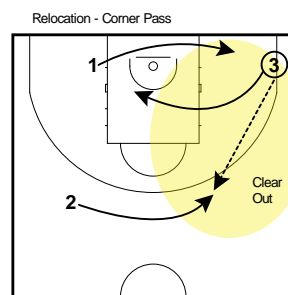


# 1 - 3c0 - Baseline drive - Guards spacing

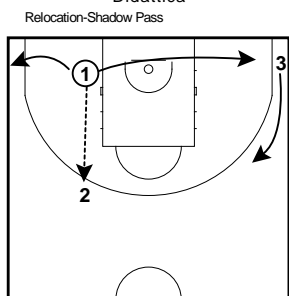
Spacing EA7 - Wing drive 3c0  
Didattica



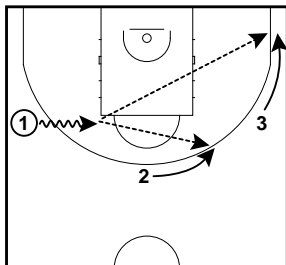
Spacing EA7 - Wing drive 3c0  
Didattica



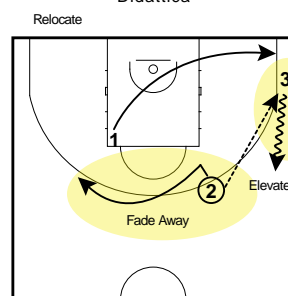
Spacing EA7 - Wing drive 3c0  
Didattica



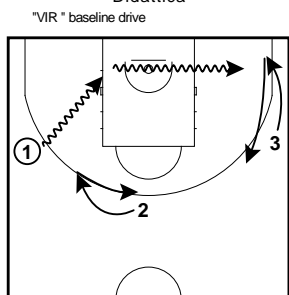
Spacing EA7 - Wing drive 3c0  
Didattica



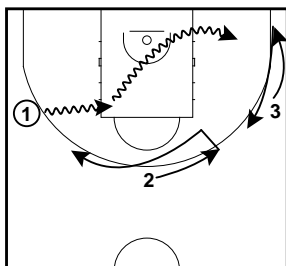
Spacing EA7 - Wing drive 3c0  
Didattica



Spacing EA7 - Wing drive 3c0  
Didattica



Spacing EA7 - Wing drive 3c0  
Didattica

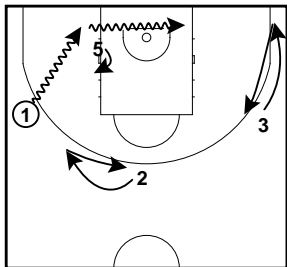


# Didattica EA7 - Wing drive 4c0 (3+1 )

## Didattica

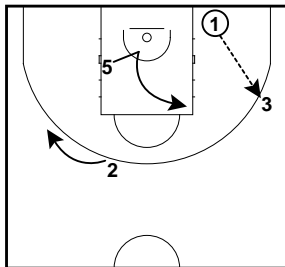
Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

"Vir" - Baseline drive



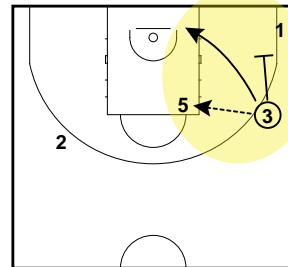
#1 - 4c0 - Wing drive

Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica



Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

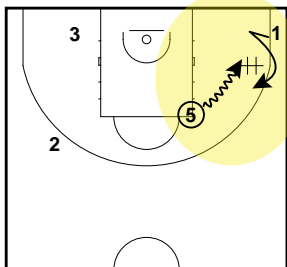
3 Men Game



#3 - 3 Men Game - Screen btw guards or backdoor cut

Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

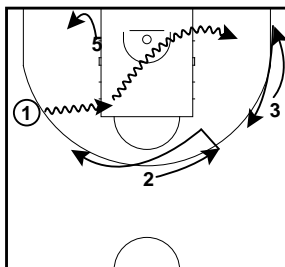
Dribble Hand off



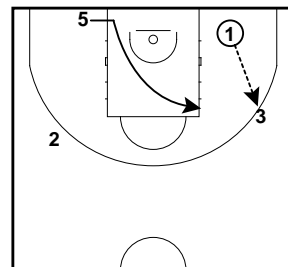
#4 - Dribble Hand off ecc. all available options

Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

"Vir" - Middle Drive

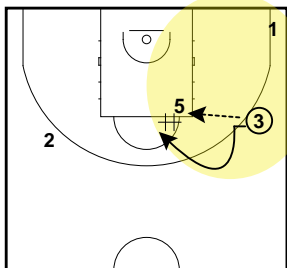


Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica



Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

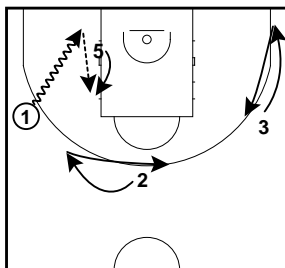
3 Men Game



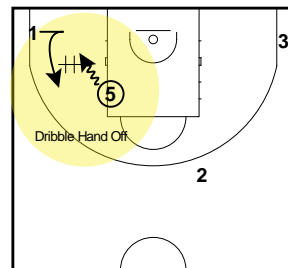
#7 - 3 Men Game - Dribble hand off, ecc..

Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

Pass to 5 - Baseline drive

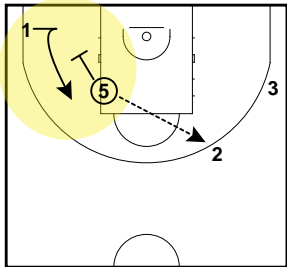


Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica



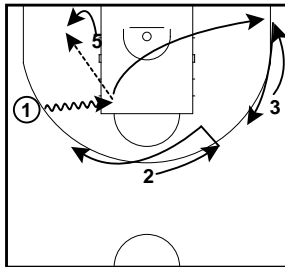
Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

Pin Down



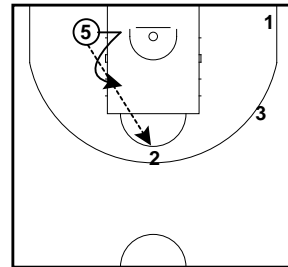
Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

Pass to 5 - Middle Drive



Didattica EA7 - Wing drive 4c0 (3+1 )  
Didattica

Relocation



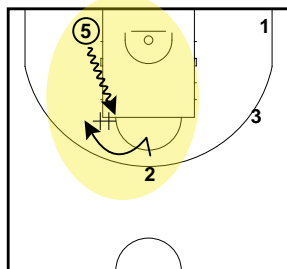
# Didattica EA7 - Wing drive 4c0 (3+1 )

## Didattica

Didattica EA7 - Wing drive 4c0 (3+1 )

Didattica

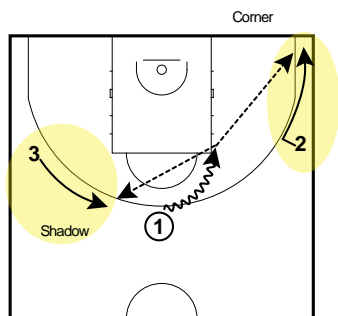
"Freeze"



# Didattica EA7 - Middle Drive 3c0

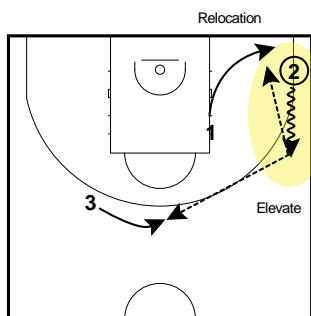
## Didattica

Didattica EA7 - Middle Drive 3c0  
Didattica

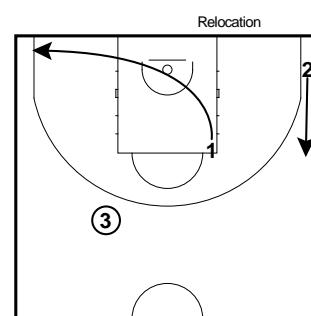


#1-3c0 Middle drive

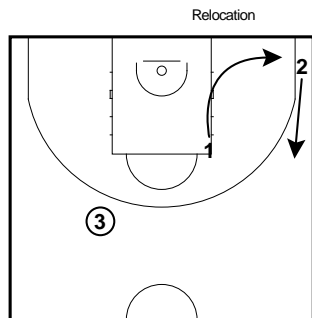
Didattica EA7 - Middle Drive 3c0  
Didattica



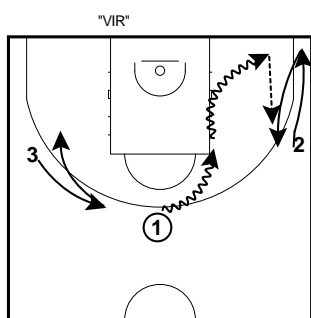
Didattica EA7 - Middle Drive 3c0  
Didattica



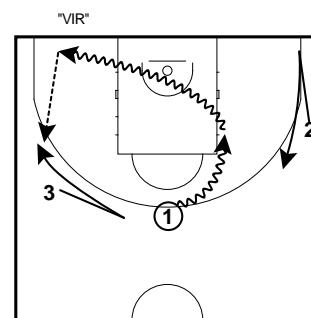
Didattica EA7 - Middle Drive 3c0  
Didattica



Didattica EA7 - Middle Drive 3c0  
Didattica



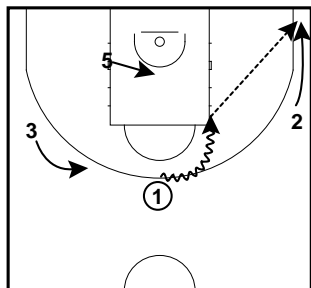
Didattica EA7 - Middle Drive 3c0  
Didattica



# Didattica EA7 - Middle Drive 4c0

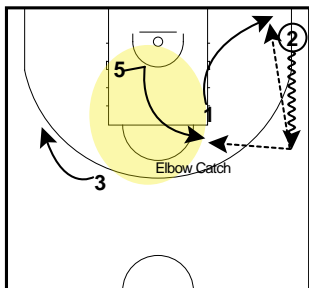
## Didattica

Didattica EA7 - Middle Drive 4c0  
Didattica

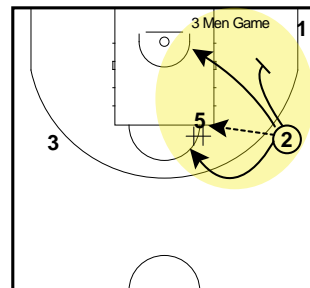


# 1 - 4c0 Middle drive

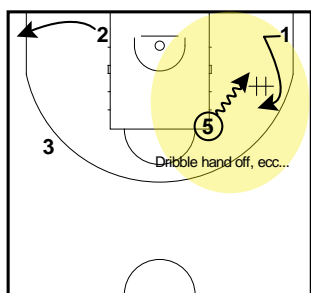
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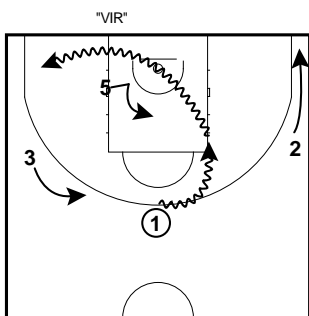
Didattica EA7 - Middle Drive 4c0  
Didattica



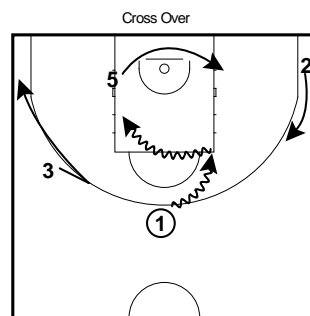
Didattica EA7 - Middle Drive 4c0  
Didattica



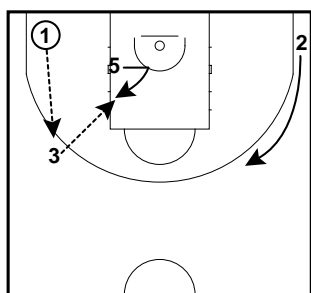
Didattica EA7 - Middle Drive 4c0  
Didattica



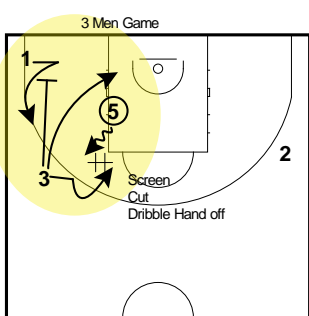
Didattica EA7 - Middle Drive 4c0  
Didattica



Didattica EA7 - Middle Drive 4c0  
Didattica

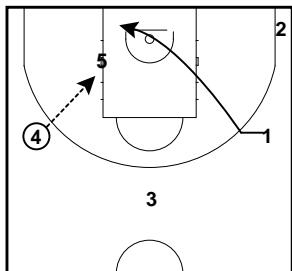


Didattica EA7 - Middle Drive 4c0  
Didattica



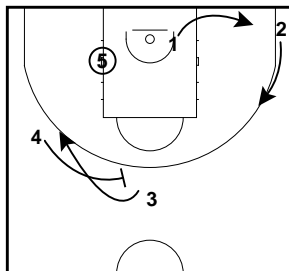
# Low Post spacing System Rules

Low Post spacing  
System Rules

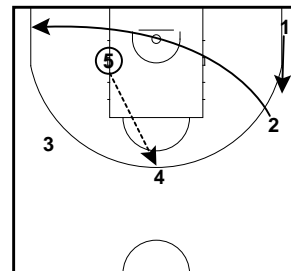


#1 - Spacing if 4 is the passer

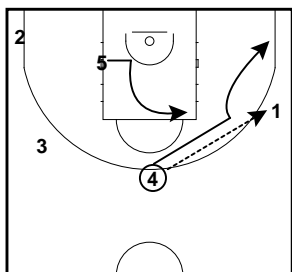
Low Post spacing  
System Rules



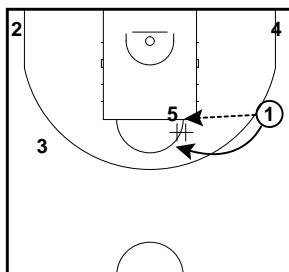
Low Post spacing  
System Rules



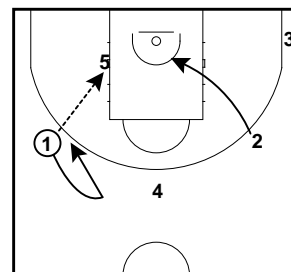
Low Post spacing  
System Rules



Low Post spacing  
System Rules

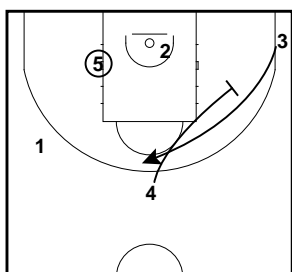


Low Post spacing  
System Rules

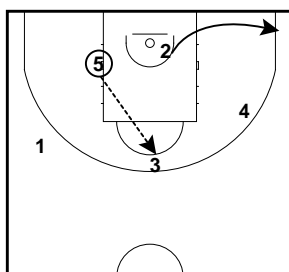


#6 - Spacing if #4 is on middle point

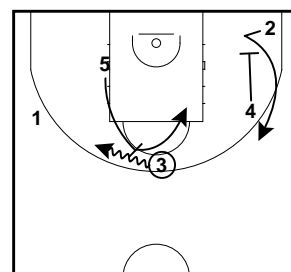
Low Post spacing  
System Rules



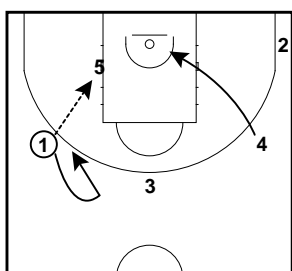
Low Post spacing  
System Rules



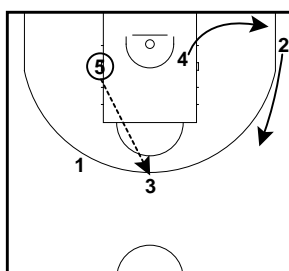
Low Post spacing  
System Rules



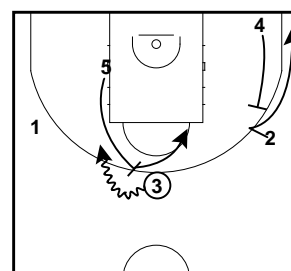
Low Post spacing  
System Rules



Low Post spacing  
System Rules



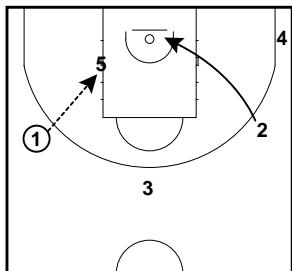
Low Post spacing  
System Rules



#10 - #4 wing Position

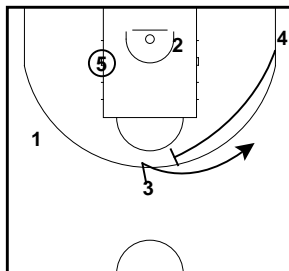
# Low Post spacing System Rules

Low Post spacing  
System Rules

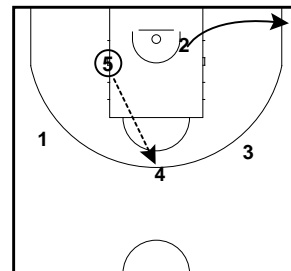


#13 - #4 in the corner

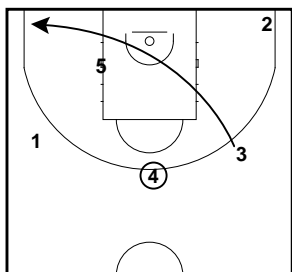
Low Post spacing  
System Rules



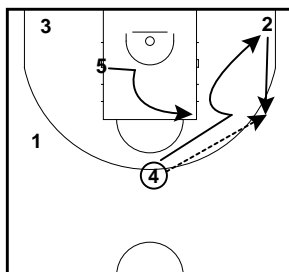
Low Post spacing  
System Rules



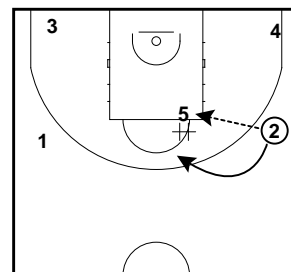
Low Post spacing  
System Rules



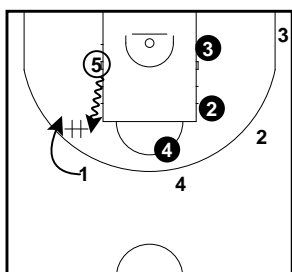
Low Post spacing  
System Rules



Low Post spacing  
System Rules



Low Post spacing  
System Rules

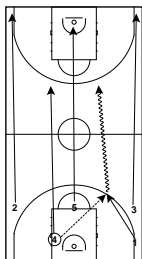


#19 - If no possibility to reverse, #5 activate #1 with a dribble hand off

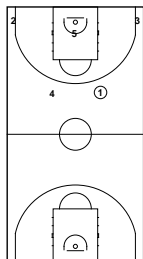
# Transition Lay Out

## Transition

Transition Lay Out  
Transition



Transition Lay Out  
Transition

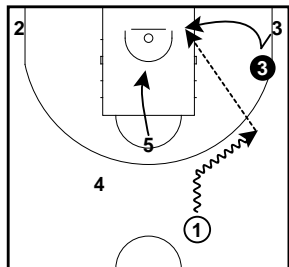


#1 - PM diagonal Move and elbow referment, 2 and 3 running deep on both sides - C running rim to rim - and 4 line is to the far elbow



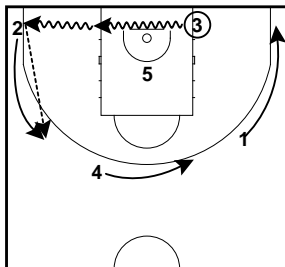
# Backdoor Cut and Danilovic Cut Transition

Backdoor Cut and Danilovic Cut  
Transition



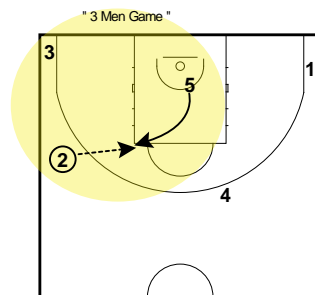
#1 - Backdoor Cut

Backdoor Cut and Danilovic Cut  
Transition

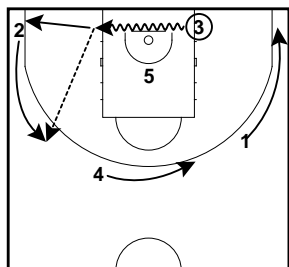


#2 - "Nash"

Backdoor Cut and Danilovic Cut  
Transition

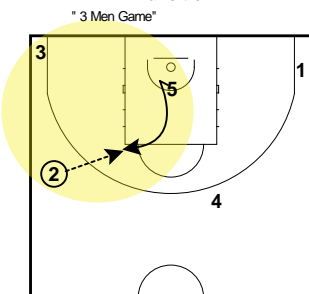


Backdoor Cut and Danilovic Cut  
Transition

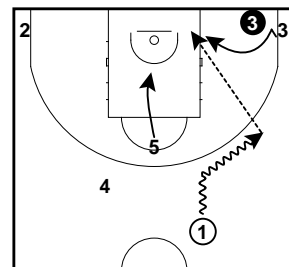


#4 - Djordjevic moove

Backdoor Cut and Danilovic Cut  
Transition



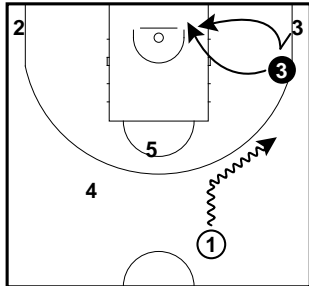
Backdoor Cut and Danilovic Cut  
Transition



#6 - Danilovic Cut - After we go ahead tehe same way

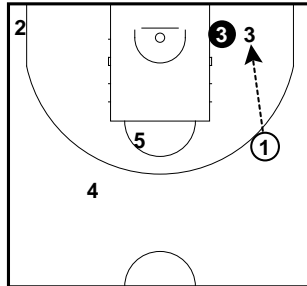
# Logo Pick and roll Transition

Logo Pick and roll  
Transition



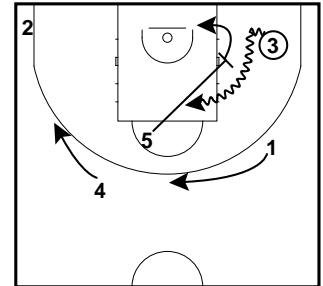
#1 - Post Up Situation

Logo Pick and roll  
Transition

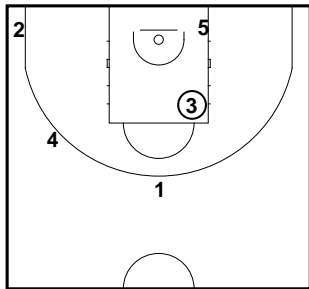


#2 - Logo Pick and Roll

Logo Pick and roll  
Transition

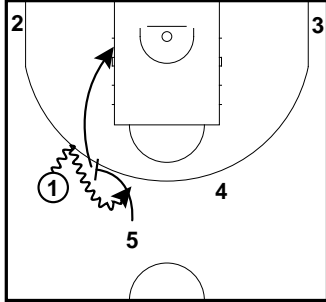


Logo Pick and roll  
Transition

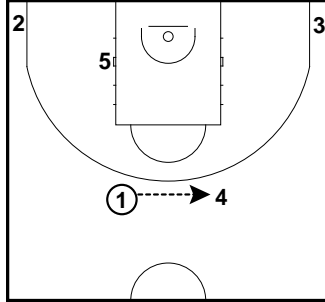


# Drag Transition

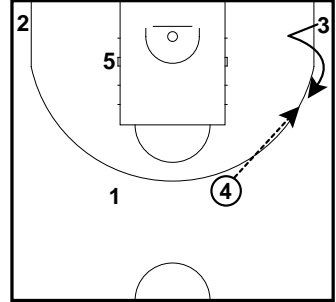
Drag Transition



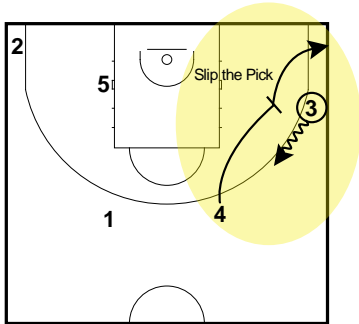
Drag Transition



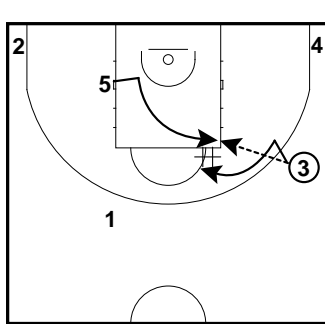
Drag Transition



Drag Transition

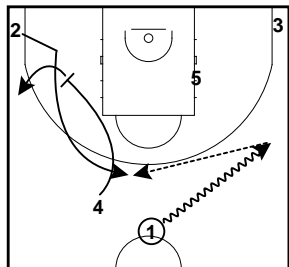


Drag Transition

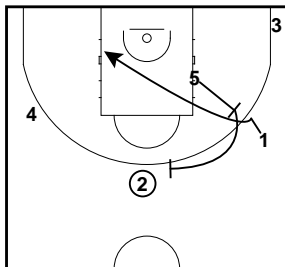


# Round System Continuity

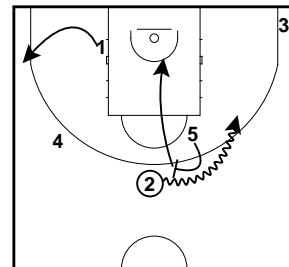
Round System Continuity



Round System Continuity

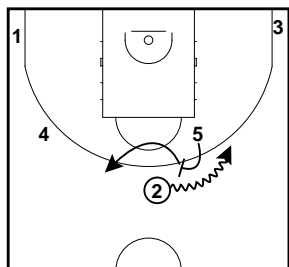


Round System Continuity



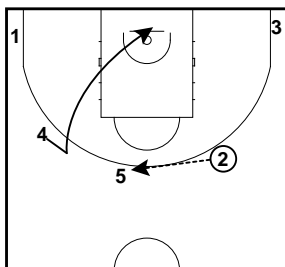
#3 - Top Pick and Roll

Round System Continuity



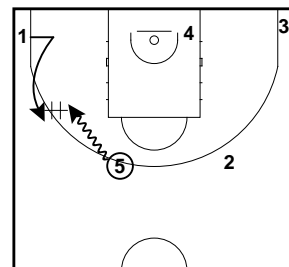
#4 - Pick and Pop option according with #5 individual skills

Round System Continuity



#5 - Backdoor cut

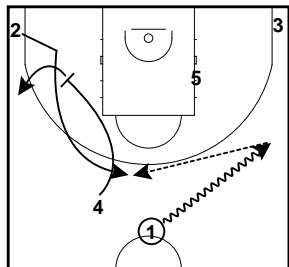
Round System Continuity



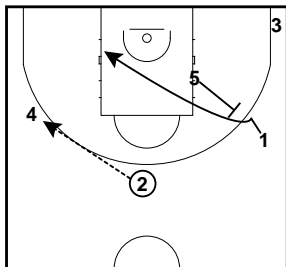
#6 - Dribble hand off

# Round Down System Continuity

Round Down  
System Continuity

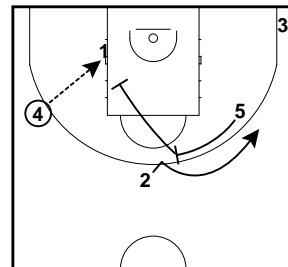


Round Down  
System Continuity



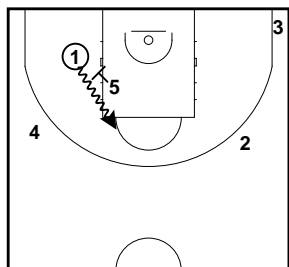
#2 - Shuffle Cut

Round Down  
System Continuity

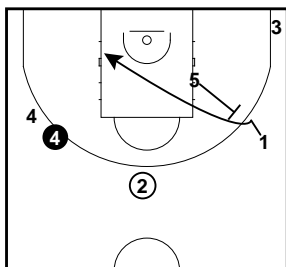


#3 - Flair + Logo Pick and Roll - Exploring post up for #1

Round Down  
System Continuity

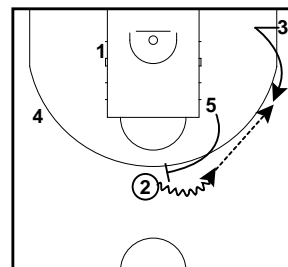


Round Down  
System Continuity



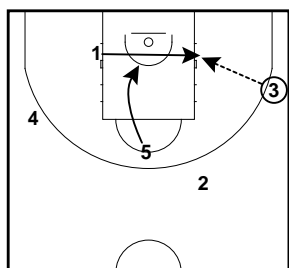
#5 - Reverse denied

Round Down  
System Continuity



#6 - Giving a second chance to explore post up

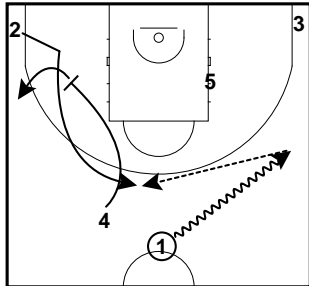
Round Down  
System Continuity



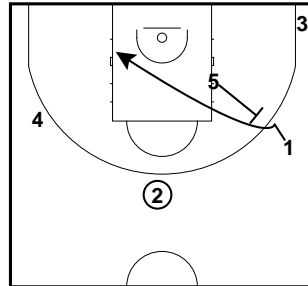
#7 - Post Up 1 and 5 man cut

# Round Side System Continuity

Round Side  
System Continuity

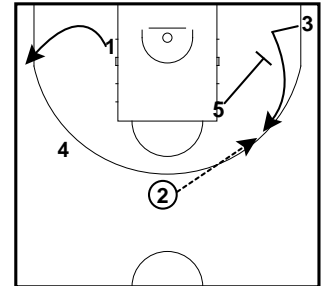


Round Side  
System Continuity



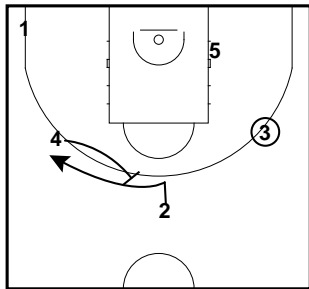
#2 - Shuffle cut

Round Side  
System Continuity



#3 - Wide screen

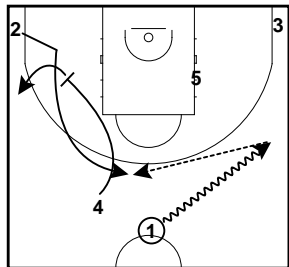
Round Side  
System Continuity



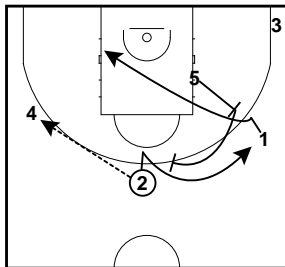
#4 - Flair

# Round - Deny System Continuity

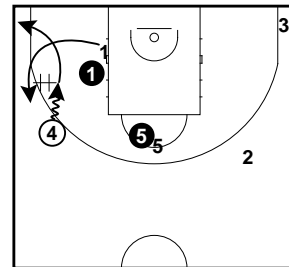
Round - Deny  
System Continuity



Round - Deny  
System Continuity

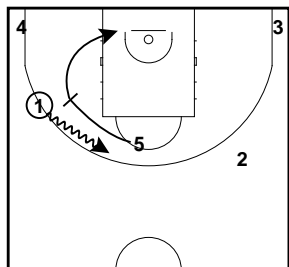


Round - Deny  
System Continuity



#3 - If defence deny passes to #1 and 5 , # 4 Hand Off with #1

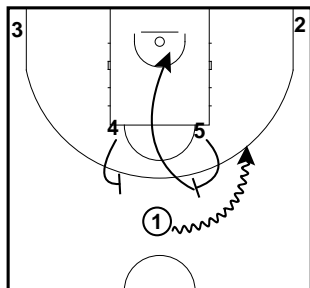
Round - Deny  
System Continuity



#4 - #5 set a Pickfor #1

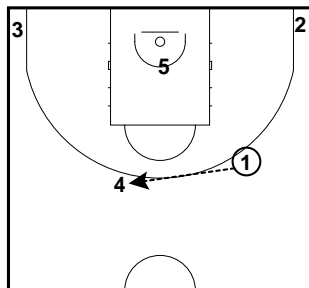
# Horns up Pick And Roll Calls

Horns up  
Pick And Roll Calls

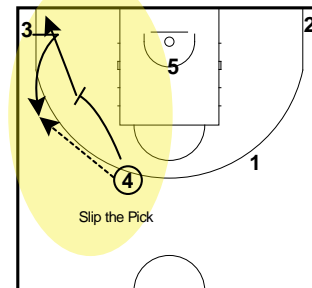


#1 - Double High #5 Side

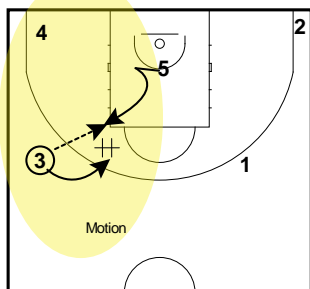
Horns up  
Pick And Roll Calls



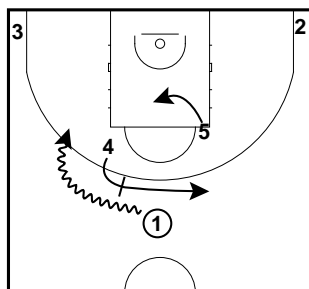
Horns up  
Pick And Roll Calls



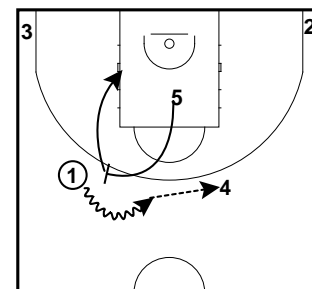
Horns up  
Pick And Roll Calls



Horns up  
Pick And Roll Calls

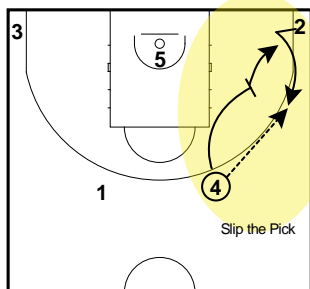


Horns up  
Pick And Roll Calls

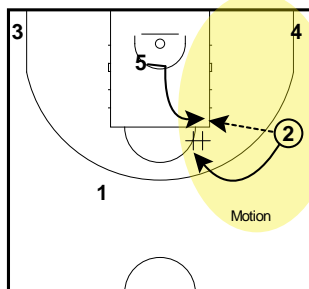


#1 - Double High #5 Side

Horns up  
Pick And Roll Calls



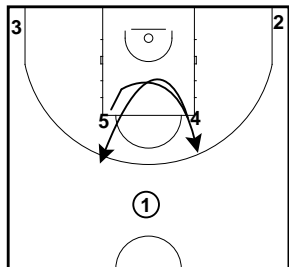
Horns up  
Pick And Roll Calls





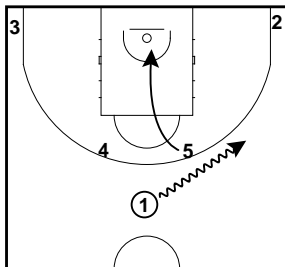
# Horns Down Pick And Roll Calls

Horns Down  
Pick And Roll Calls

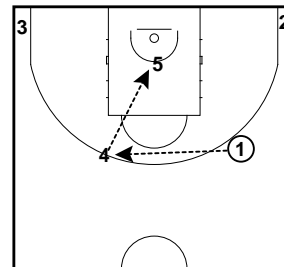


#1 - Double High #5 Side

Horns Down  
Pick And Roll Calls

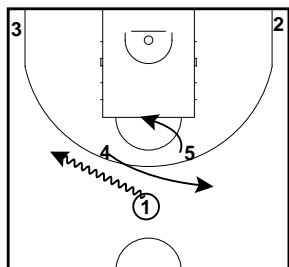


Horns Down  
Pick And Roll Calls



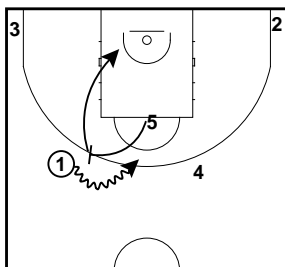
#3 - Building triangle to hit the Big man Inside

Horns Down  
Pick And Roll Calls

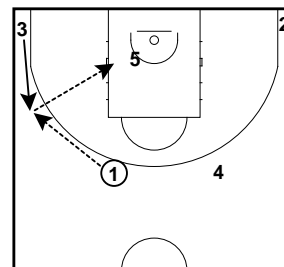


#4 - 4 Side - No screen 4 Pops alone

Horns Down  
Pick And Roll Calls



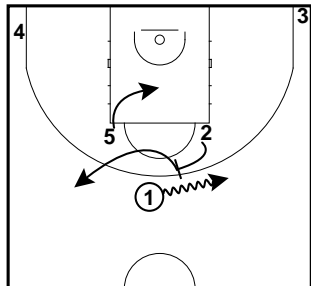
Horns Down  
Pick And Roll Calls



#6 - Building triangle to hit the big according with defence choice on pick and roll

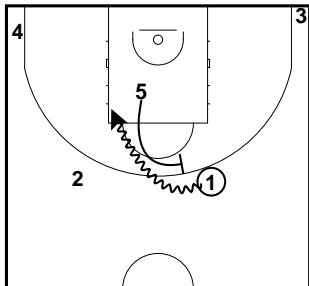
# Horns Side Pick And Roll Calls

Horns Side  
Pick And Roll Calls



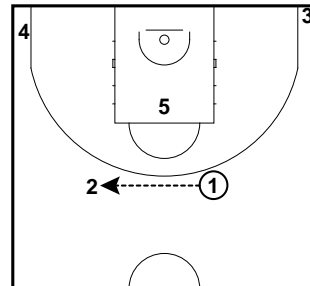
# 1 - Double High - start on guard side

Horns Side  
Pick And Roll Calls

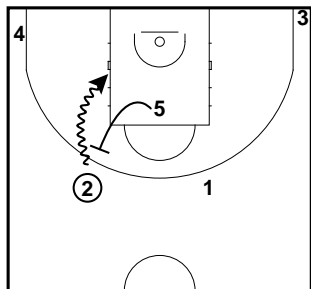


# 2 - If # 1 Hold the ball, pick and roll #1,#5

Horns Side  
Pick And Roll Calls



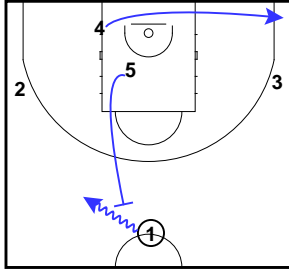
Horns Side  
Pick And Roll Calls



# 4 - If pass to #2, pick #2,#5

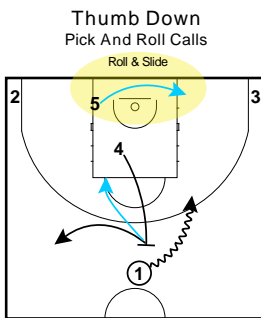
# Thumb Up Pick And Roll Calls

Thumb Up  
Pick And Roll Calls



#1 - #5 pick and roll, #4 always opposite side to the ball drive

# Thumb Down Pick And Roll Calls

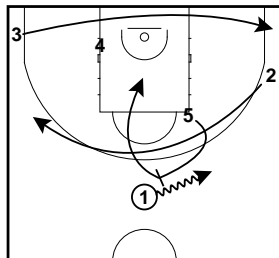


#1 - #4 set pick and have options a) short roll b) pop c) slip the pick

#5 is always on ball side ( ROLL AND SLIDE )

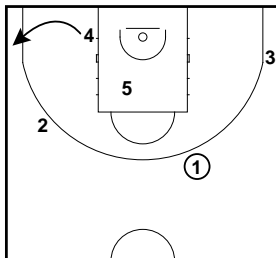
# Thumb Shake Pick And Roll Calls

Thumb Shake  
Pick And Roll Calls



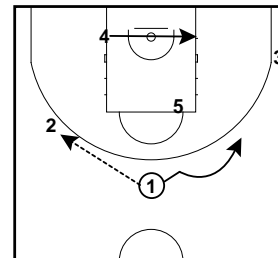
#1 - 2 Loop on #5 , #2 cross on 4  
#5 set a Top pick for #1

Thumb Shake  
Pick And Roll Calls



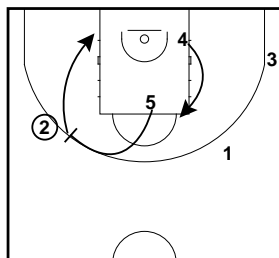
#2 - we go in #thumb up spacing with same rules

Thumb Shake  
Pick And Roll Calls



#3 - if #1 pass to #2

Thumb Shake  
Pick And Roll Calls

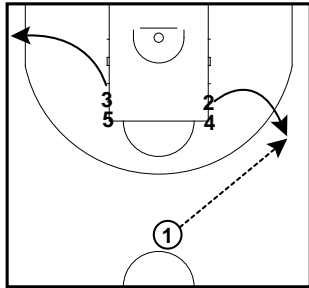


#4 - Side Pick & Roll

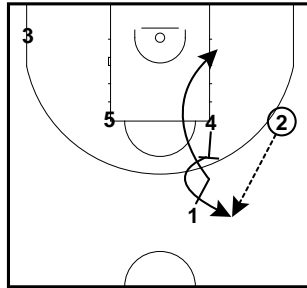
# # 1

## System Continuity

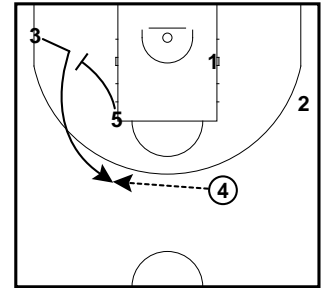
# 1  
System Continuity



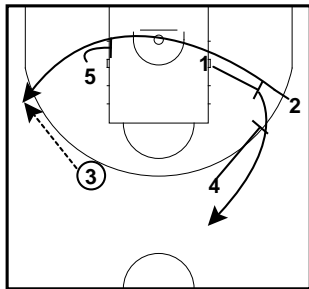
# 1  
System Continuity



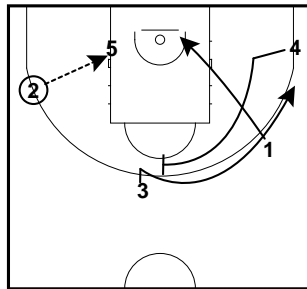
# 1  
System Continuity



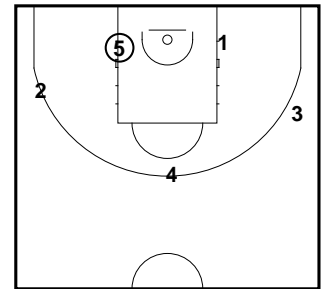
# 1  
System Continuity



# 1  
System Continuity

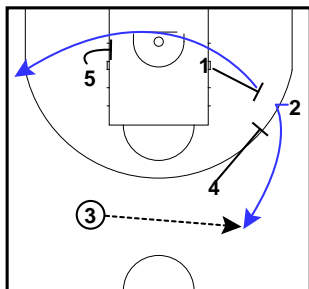


# 1  
System Continuity

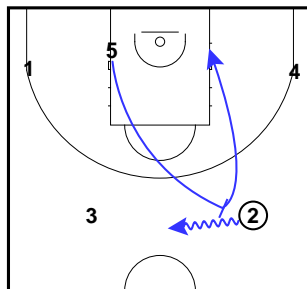


#4 - If #2 decide to run the stagger

# 1  
System Continuity



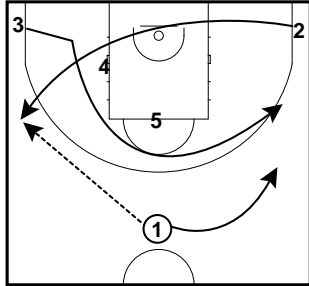
# 1  
System Continuity



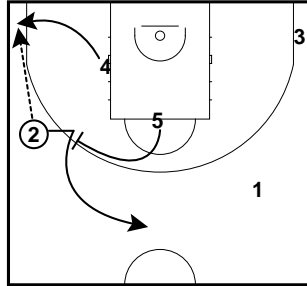
#7 - If #2 decide to moove up

# Flash Isolation Call

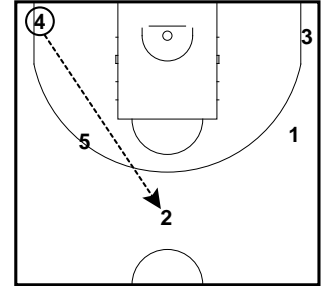
Flash  
Isolation Call



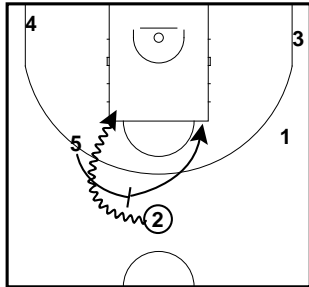
Flash  
Isolation Call



Flash  
Isolation Call



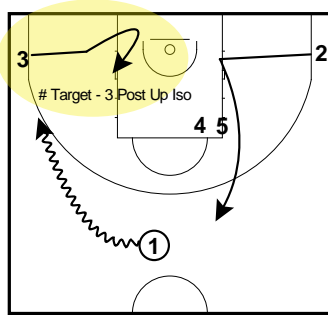
Flash  
Isolation Call



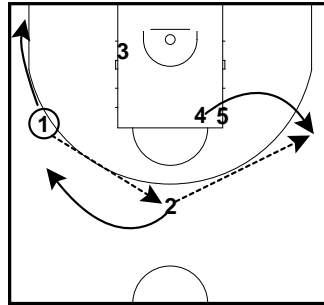
#4 - 1c1 or Top Pick& Roll

# #3 Isolation Call

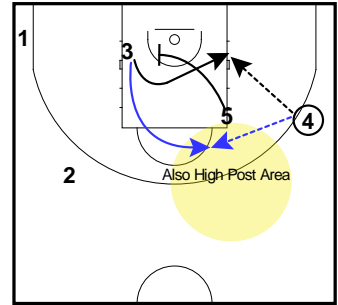
#3  
Isolation Call



#3  
Isolation Call



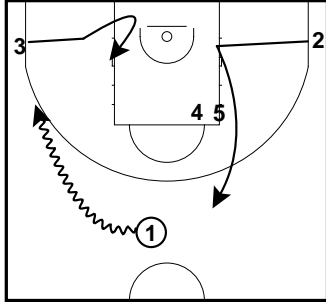
#3  
Isolation Call



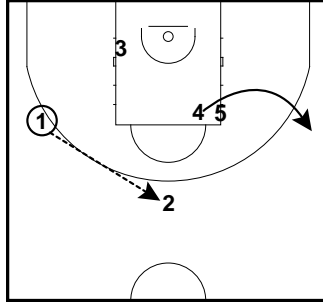


# #5 Isolation Call

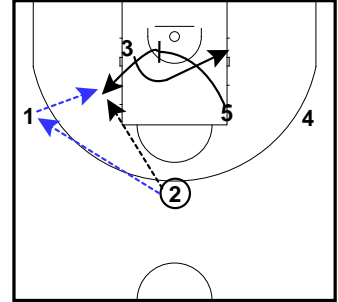
#5  
Isolation Call



#5  
Isolation Call

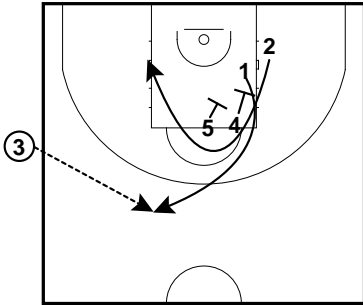


#5  
Isolation Call

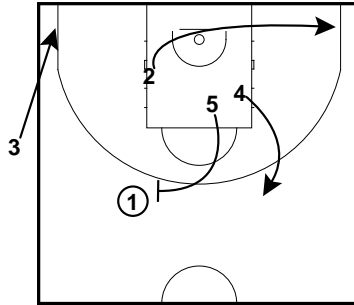


# Sideline Drag Sidelines

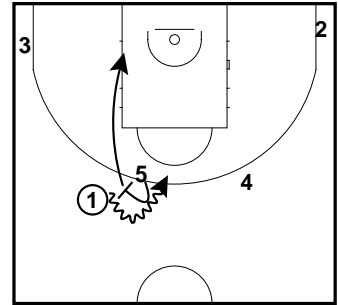
Sideline Drag  
Sidelines



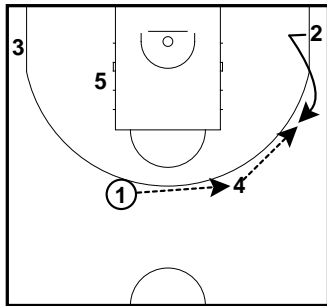
Sideline Drag  
Sidelines



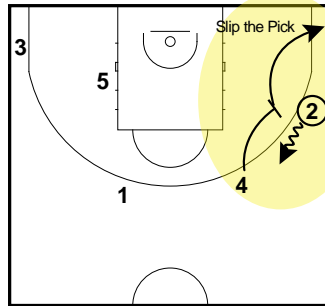
Sideline Drag  
Sidelines



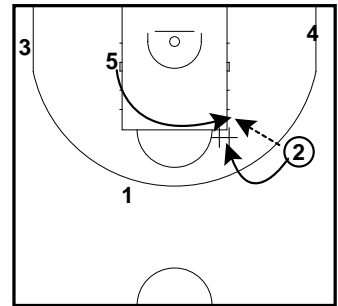
Sideline Drag  
Sidelines



Sideline Drag  
Sidelines



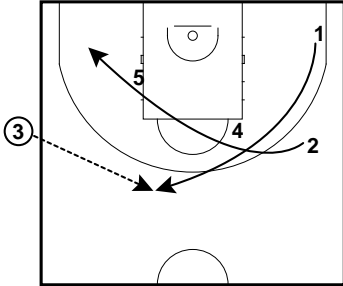
Sideline Drag  
Sidelines



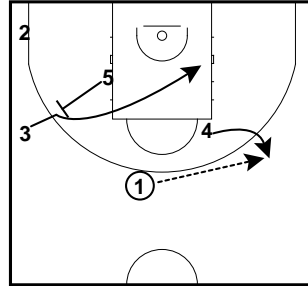
# Sideline Giro

## Sidelines

Sideline Giro  
Sidelines

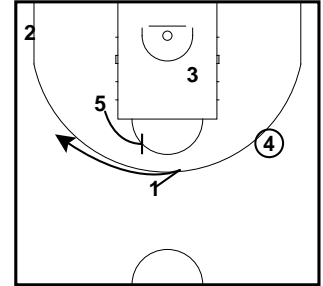


Sideline Giro  
Sidelines



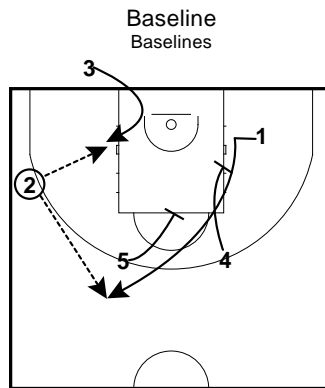
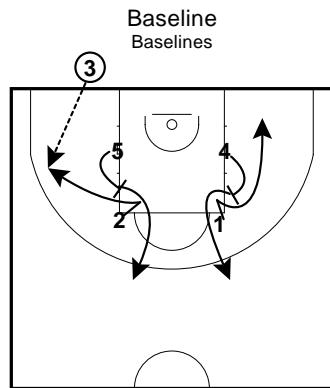
#2 - We enter regular " Giro "

Sideline Giro  
Sidelines



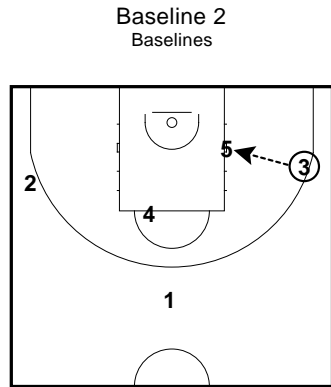
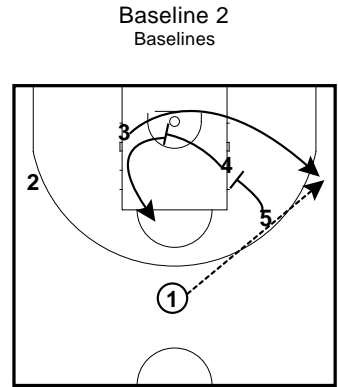
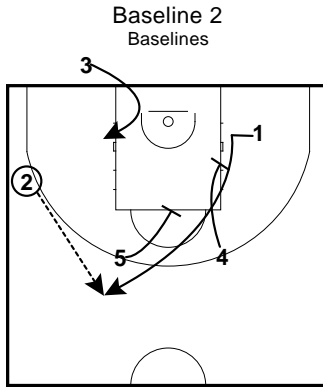
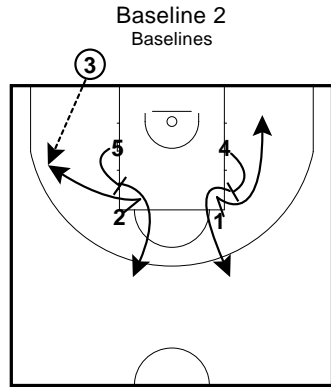
# Baseline

## Baselines



# Baseline 2

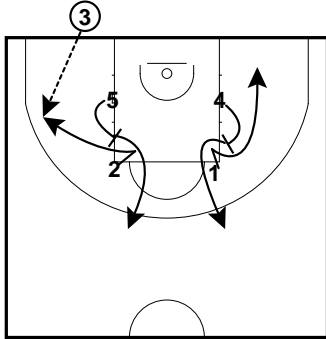
## Baselines



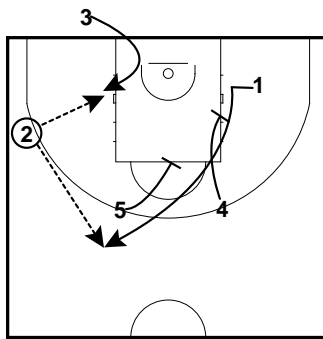
# Baseline 3

## Baselines

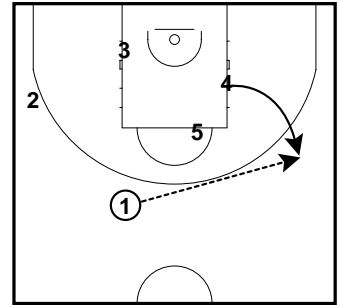
Baseline 3  
Baselines



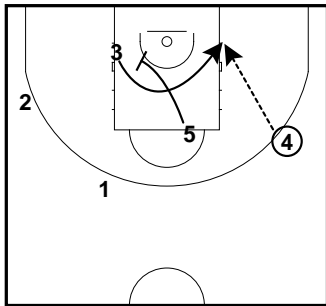
Baseline 3  
Baselines



Baseline 3  
Baselines



Baseline 3  
Baselines



Baseline 3  
Baselines

