



50 After Time Out Quick Hitters



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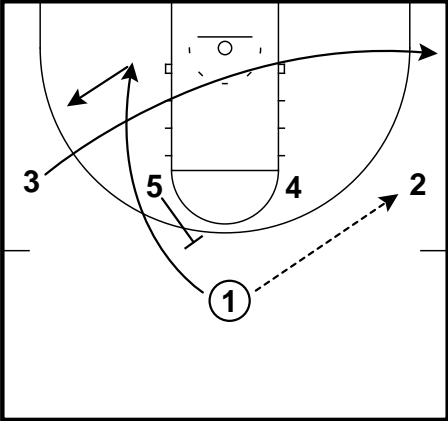
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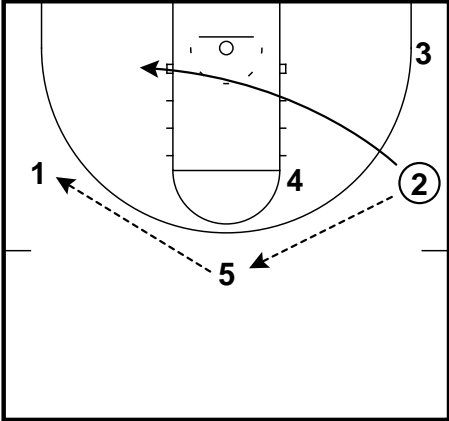
Quick Hitters

1 - 4 High-Double Away



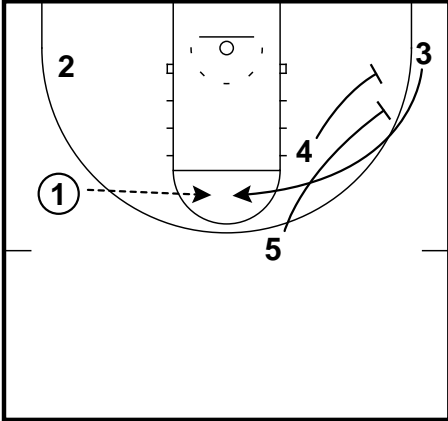
- 1 pass to 2
- 5 back screen for 1
- 3 cuts through to corner

1 - 4 High-Double Away



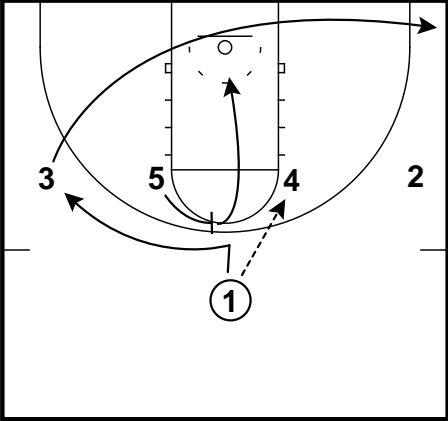
- 2 ball reversal to 5
- 5 pass to 1
- 2 cuts through to opposite block

1 - 4 High-Double Away



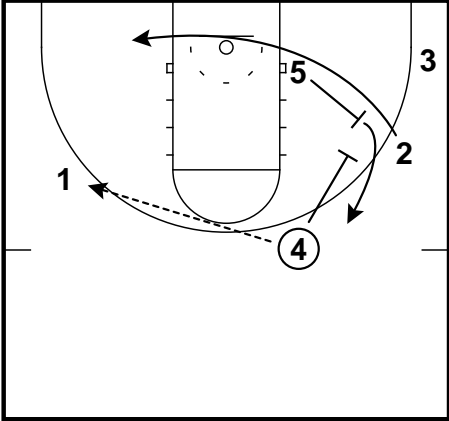
- 4 & 5 set stagger for 3
- 4 & 5 can slip

14 High Low



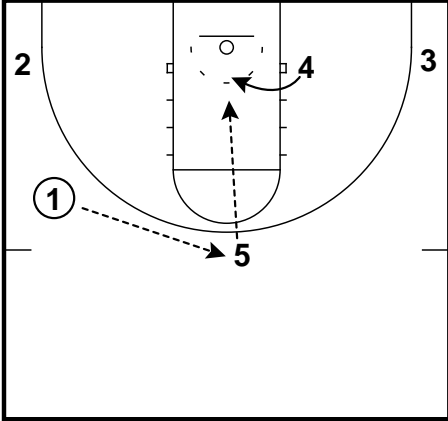
- 1 pass to 4
- 5 sets flare screen - 1 flares
- 5 dives to basket
- 3 clears to opposite corner

14 High Low



- 1 pass to 4
- 5 back screens for 2
- 4 down screens for 5

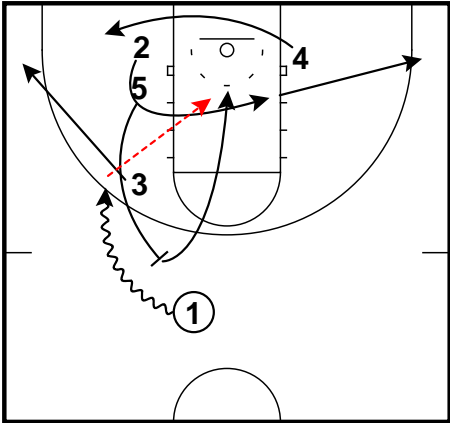
14 High Low



- 1 pass to 5
- 4 ducks in
- 5 shoots or looks hi-lo to 4

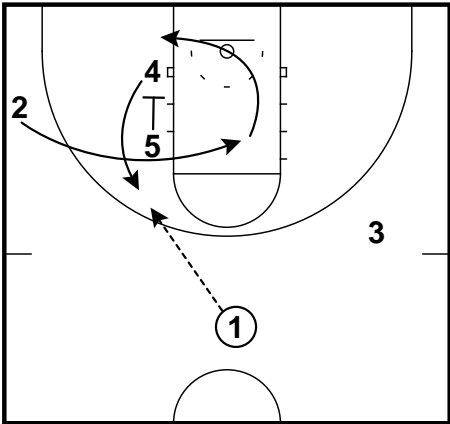
Quick Hitters

Angle Short



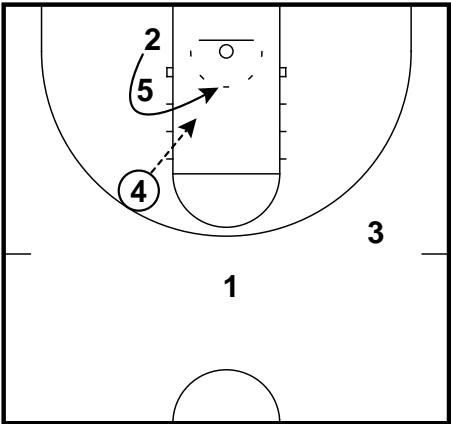
2 rubs off of 5 and clears to the right corner. 4 "shorts" to the dunker spot. 5 sprints up to set an elbow angle ball-screen for 1. 5 rolls to basket. 1 lobs to 5.

ATO 54 Brush Lob



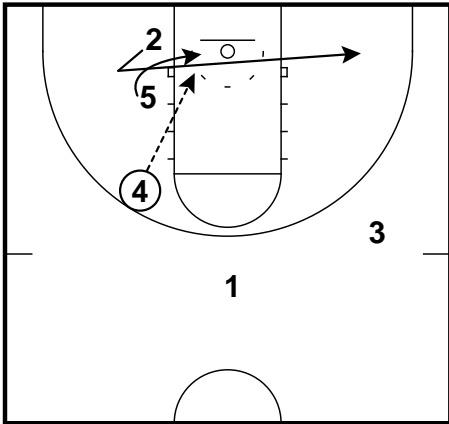
2 curls to basket. 5 down screens for 4. 1 passes to 4.

ATO 54 Brush Lob



2 curls around 5 to basket. 4 lobs to 2.

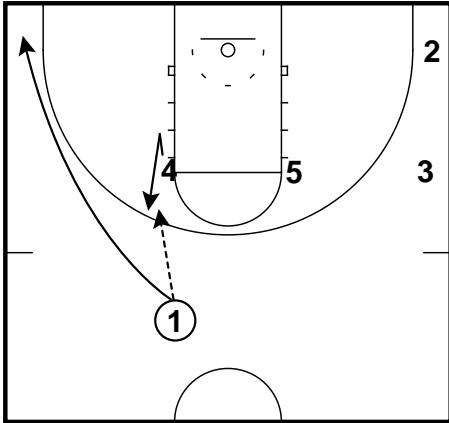
ATO 54 Brush Lob



Option 2:
2 cuts backdoor against overplay. 5 spins off for lob. 4 lobs to 5.

Quick Hitters

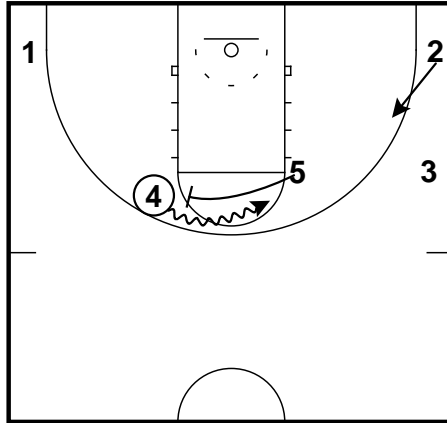
ATO Horns X Flare



1 enters the ball to 4 who has v-cut down the lane to get a better angle to receive.

1 clears to the ball side corner.

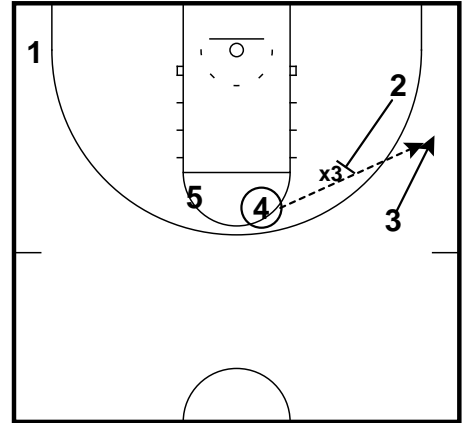
ATO Horns X Flare



5 sets a ball screen above the free throw line for 4, who comes off hard looking straight at 3 (Samuelson)

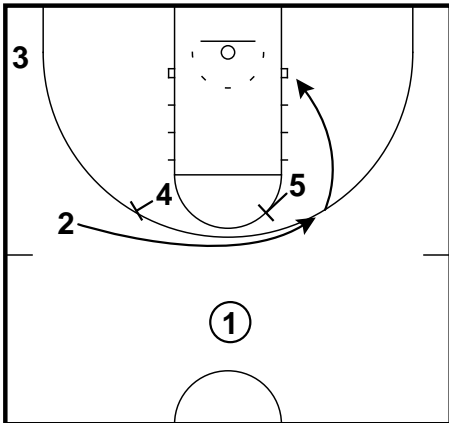
2 starts to rise from the corner for the impending flare screen for 3.

ATO Horns X Flare



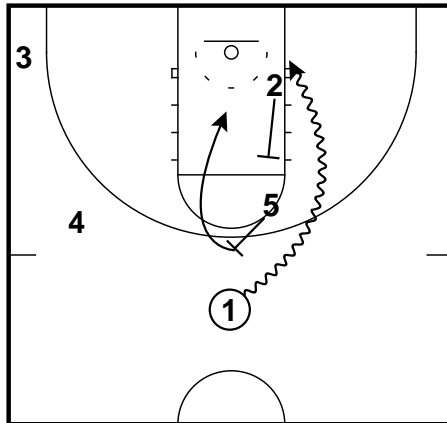
2 sets flare screen for 3 (Samuelson) who uses it and receives pass from 4 for wide open 3.

ATO Iverson Stack



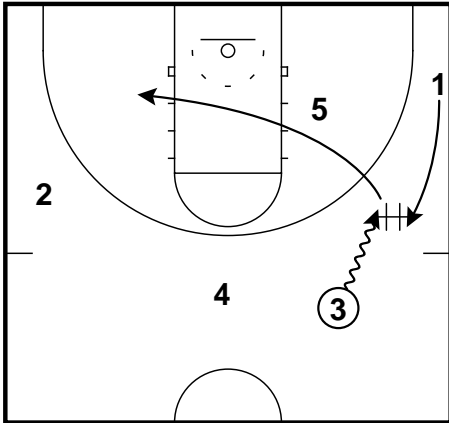
4 & 5 set stagger screen for 2. 2 Iverson cuts to basket.

ATO Iverson Stack



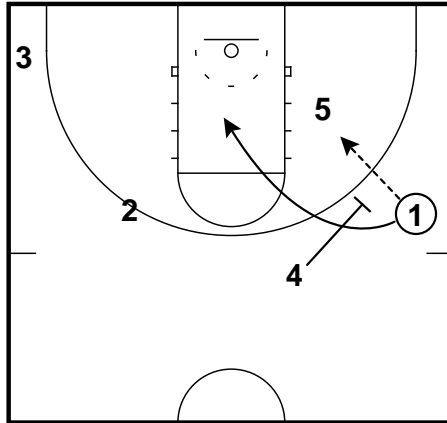
5 sets a ball-screen for 1. 2 back screens for 5. 1 attacks to basket.

ATO Mix Post Split



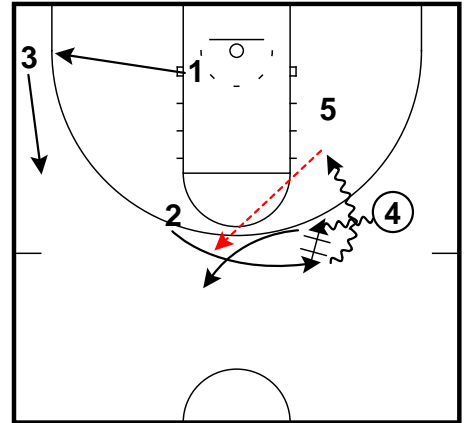
3/1 DHO.

ATO Mix Post Split



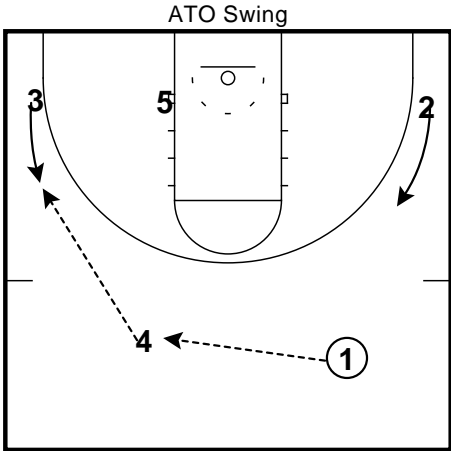
1 passes to 5. 4/1 post split. 5 passes to 4.

ATO Mix Post Split

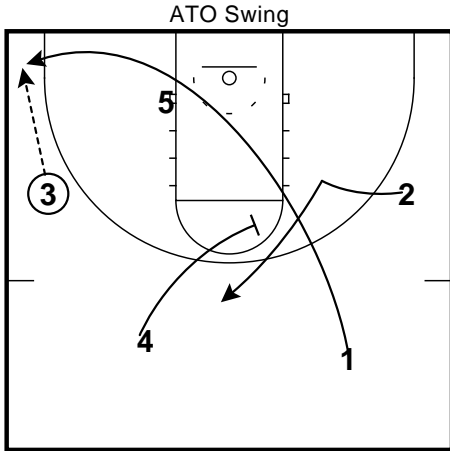


4/2 DHO. 2 drives to basket on catch. 4 relocates to top. 2 drive & kick to 4.

Quick Hitters



1 passes to 4 who passes to 3 moving up to the wing.

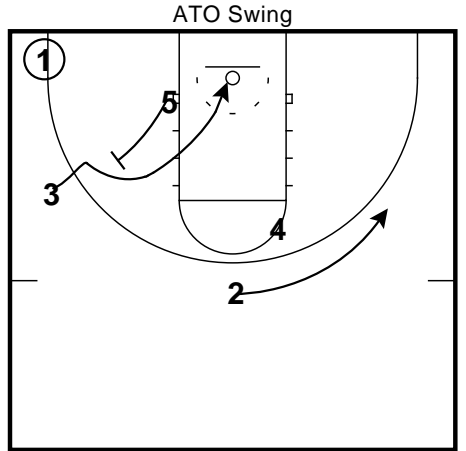


1 cuts around 5 at the block to the ball-side corner.

4 sets a screen for 2.

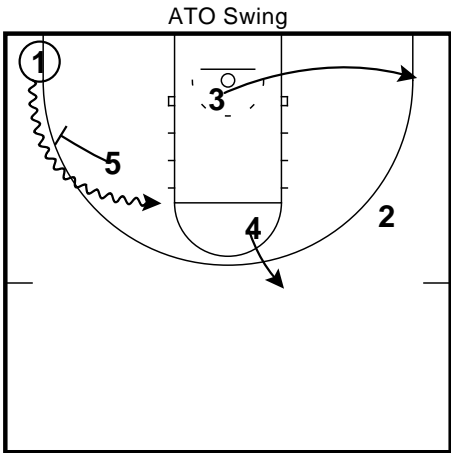
If open, 3 passes to 2 for a shot.

If 2 isn't open, 3 looks to pass to 1 in the corner.



Once 1 has the ball in the corner, 5 sets an up-screen for 3.

1 looks to make the lob pass to 3.

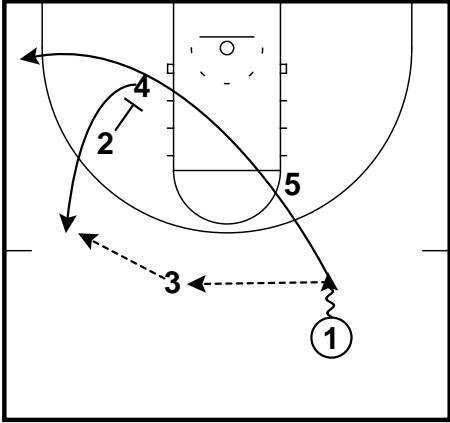


If 3 isn't open, 5 sets a ball-screen for 1 in the corner.

1 drives middle as 3, 4, and 2 spot up on the 3-point line.

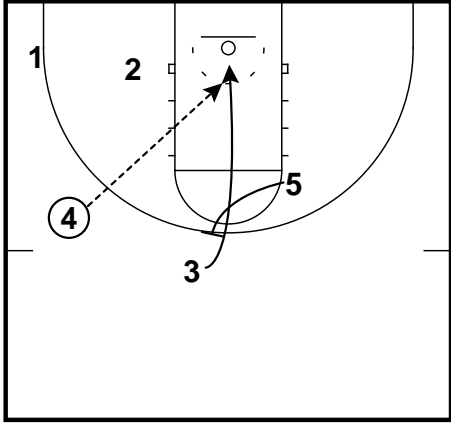
Quick Hitters

ATO Thru Rip



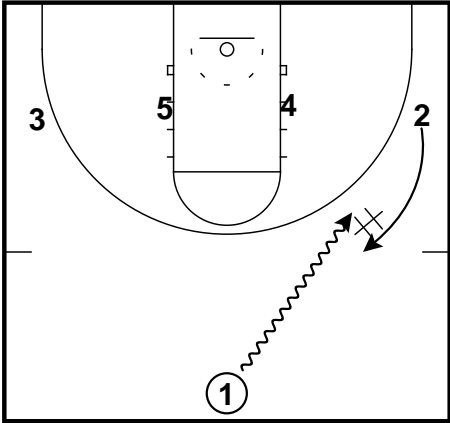
- 1 pass to 3 & cuts thru.
- 2 screens 4.
- 3 pass to 4.

ATO Thru Rip



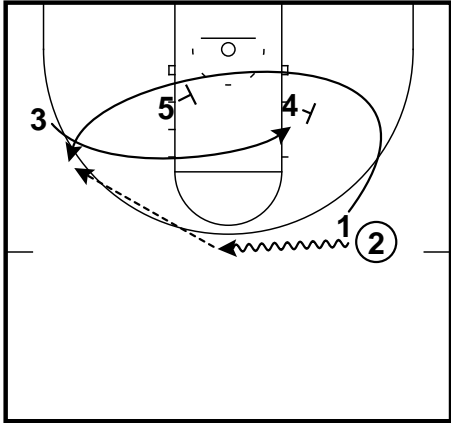
- 5 sets backscreen for 3.

Baseline Runner



- 1 dribble enters to the wing for DHO for 2.

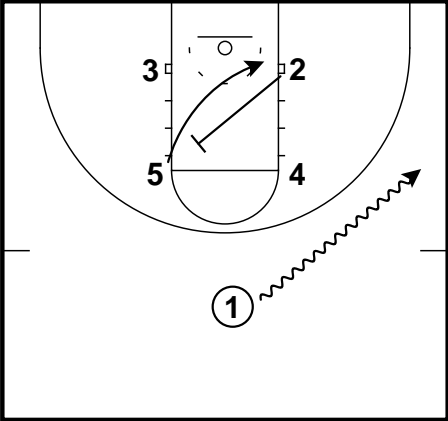
Baseline Runner



- 3 cuts through the lane as 1 runs the baseline off of screen by 4 and 5 for an open look on the opposite wing.

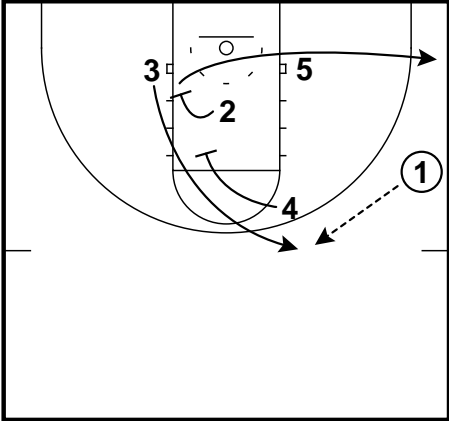
Quick Hitters

Blazer Roll



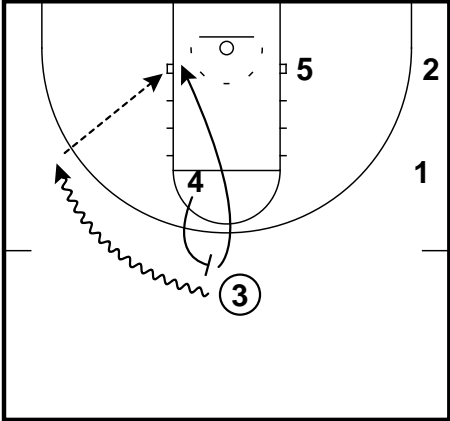
- 1 dribble entry to wing
- 2 diagonal back screen for 5

Blazer Roll



- 2 & 4 set stagger for 3
- 2 cuts off 5 to corner
- 1 pass to 3

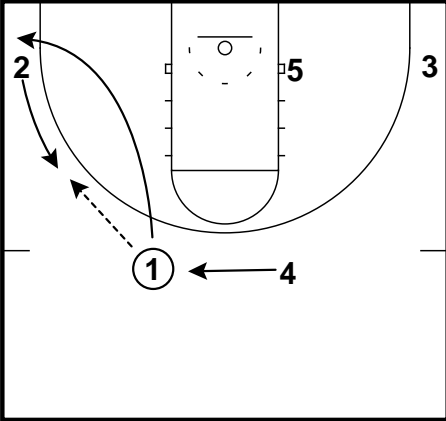
Blazer Roll



- 4 ball screen on catch for 3
- 3 penetrates
- 4 rolls
- 3 pass to 4 rolling

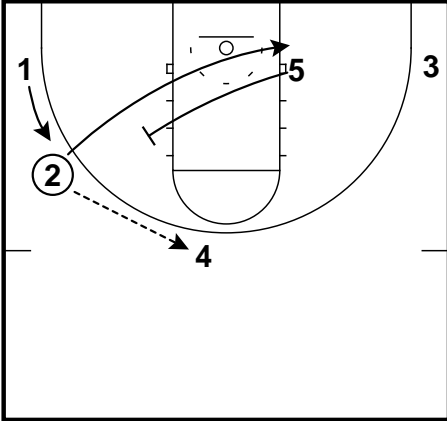
Quick Hitters

Bobcat Misdirection



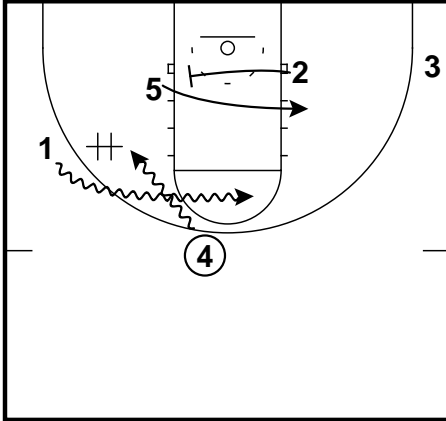
1 flip ball to 2 and cut to ball side corner
4 replace 1

Bobcat Misdirection



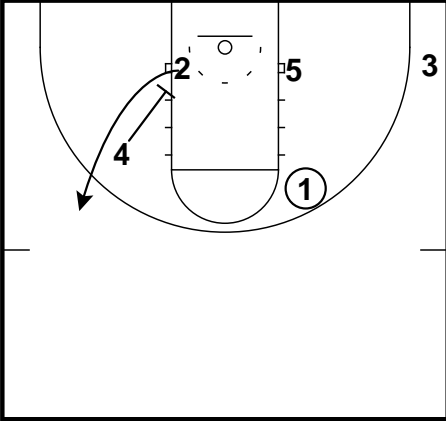
2 reverse ball to 4
5/3 back screen
1 fill up

Bobcat Misdirection



2/5 cross lane screen
4/1 DHO

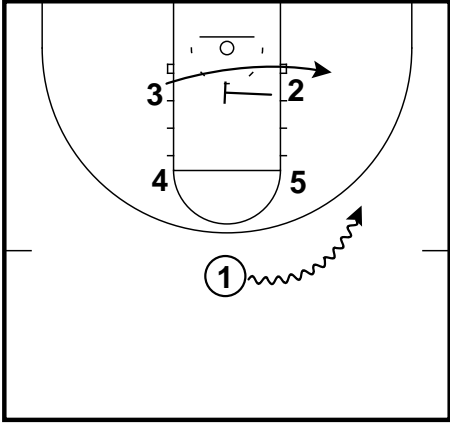
Bobcat Misdirection



4 down screen 2

Quick Hitters

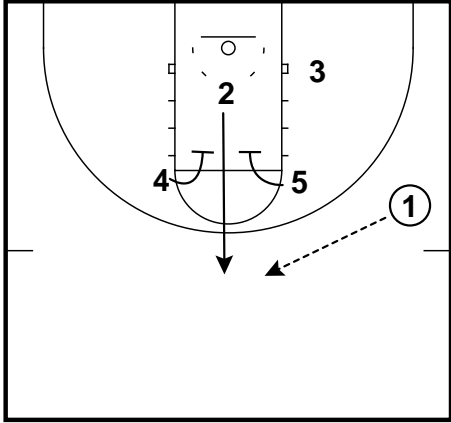
Box Elevator STS



Box set

2 is desired shooter, he sets cross screen for 3 as 1 dribbles to right wing

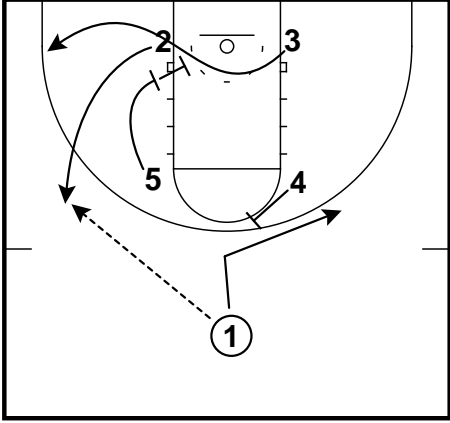
Box Elevator STS



STS action

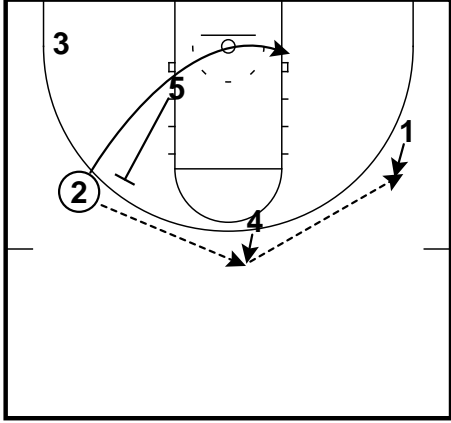
- 1 looks for 3 on post up
- 2 sprints through elevator screen
- 1 passes to 2 for shot

Box Stagger Flare



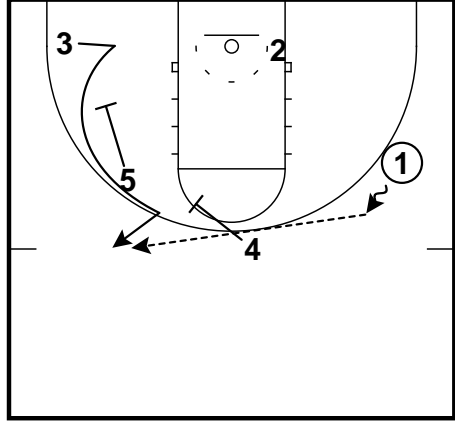
Starting in a box set, 5 pins down for 2 who cuts to the wing. 1 passes to 2 on the wing and then flares off of 4's screen. 5 continues and sets a second screen for 3 who cuts to the corner.

Box Stagger Flare



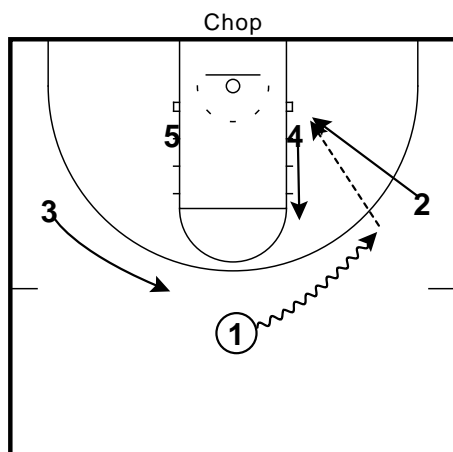
4 steps out for ball reversal. 5 sets a back screen for 2 who cuts to the basket and through the lane. 4 swings the ball to 1.

Box Stagger Flare



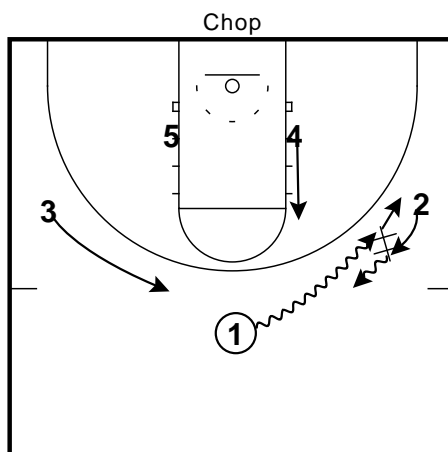
5 and 4 stagger screen for 3 who has the option to read the defense and flare or straight cut for an open 3.

Quick Hitters



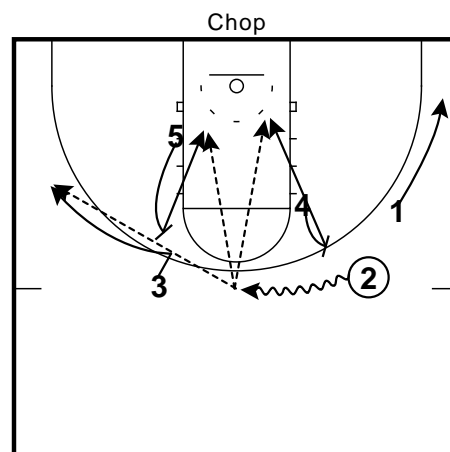
The play begins from a three around two alignment with #1 dribbling in the direction of #2. The first option is for #2 to cut backdoor if he is being overplayed. The maneuver will be executed if #2's defender has one foot on or over the three-point line.

Once #1 starts his dribbling motion in the direction of #2, we want #4 to raise to the elbow and #3 to come to the help-side slot.



If the backdoor read is not open or we need a three, #1 and #2 will work a dribble handoff. If #2's defender goes under the handoff or we are pressed for time and need a quick three, he will shoot a three-point shot. Otherwise, the play will continue.

Once #1 starts his dribbling motion in the direction of #2, we want #4 to raise to the elbow and #3 to come to the help-side slot.



After the handoff, #4 will set a ball screen for #2 and roll to the basket once #2 clears. Meanwhile, #3 will receive a flare screen from #5. Here are the scoring options for this sequence:

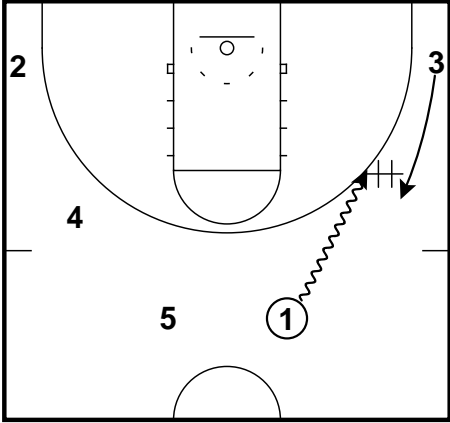
- 1) #2 shoots the three-point shot if his man goes under the ball screen.
- 2) #2 passes to #3 off of the flare screen for a three-point shot.
- 3) #2 passes to #4 slipping to the basket after #3 clears the ball screen.
- 4) #2 passes to #5 slipping to the basket after #3 clears the flare screen.

We will have #1 clear his way to the corner so that he can get out of the way of the action and occupy his man.

Also, #4 does not have to roll to the basket. He can pop to the perimeter if he has shooting range or set a down screen for #1.

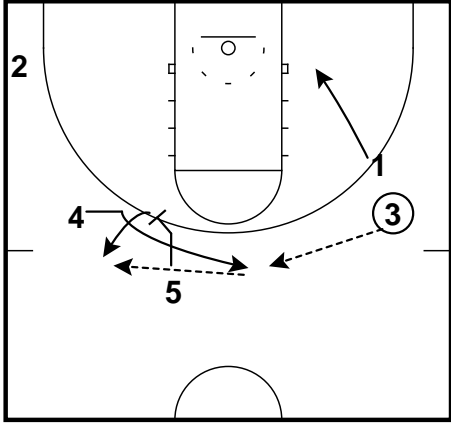
Quick Hitters

DHO Swing STS



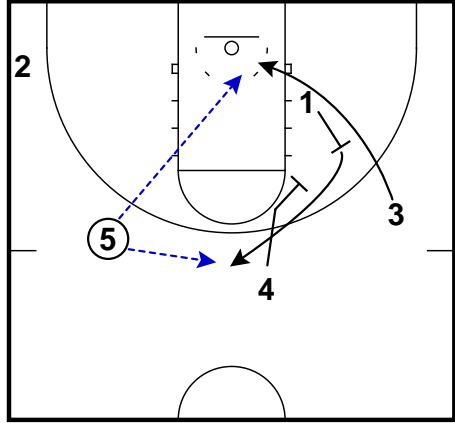
1 dribble hand off to 3

DHO Swing STS



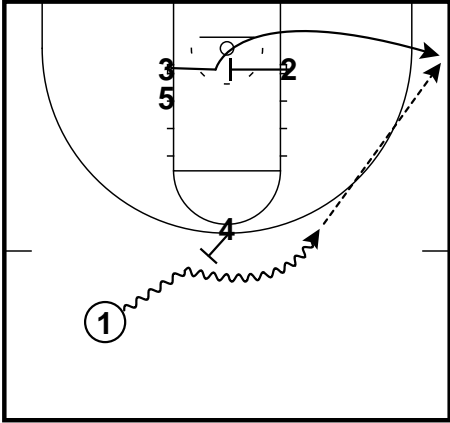
1 cuts to the block
5 sets a down screen for 4
3 passes to 4
5 out cuts to get a catch
4 swings to 5

DHO Swing STS



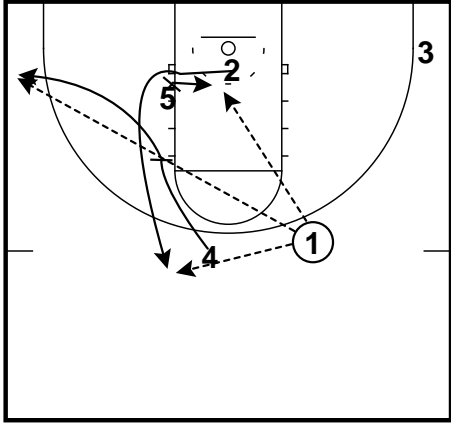
1 sets a back screen for 3
3 cuts for the lob
4 down screens the screener (1)
5 throws the lob to 3, or passes to 1

Double



#1 comes off of a high ball screen set by #4 and #3 comes off of a down screen set by #2. #1's first pass option will be to #3.

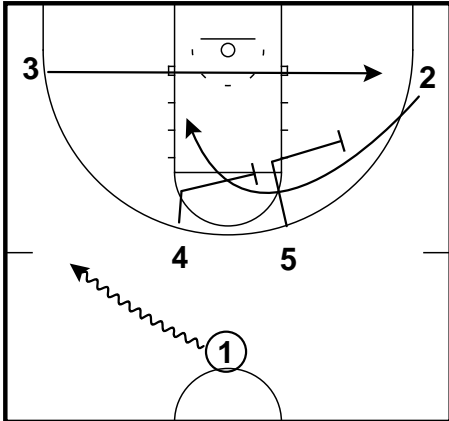
Double



If the first pass option is not open, #'s 4 and 5 will set a stagger double for #2 who comes high. #4 slips to the help-side corner and #5 slips to the basket.

Quick Hitters

Double Stagger Chase



(4 is desired shooter)

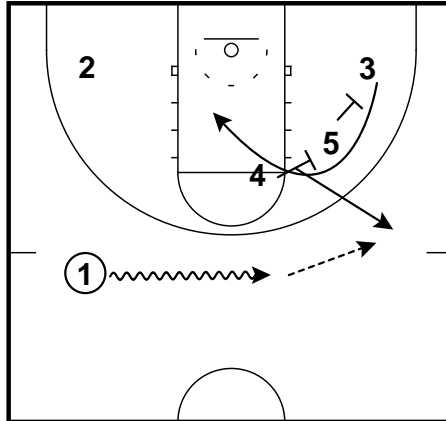
1 dribbles away from the 4 & 5

4&5 sprint into the stagger for 2 in the corner

3 sprints to opposite corner

2 tight curls the stagger

Double Stagger Chase

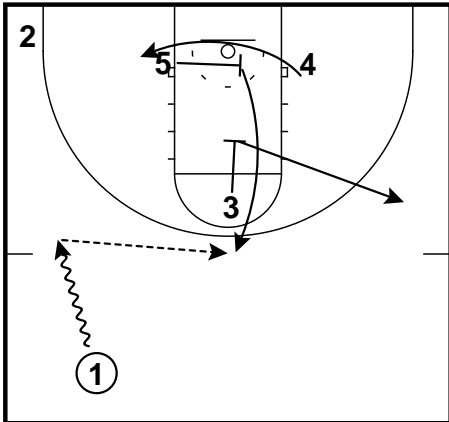


3 chases 2 around the stagger and tight curls to take out the help (4's man)

4 second cuts the to the wing

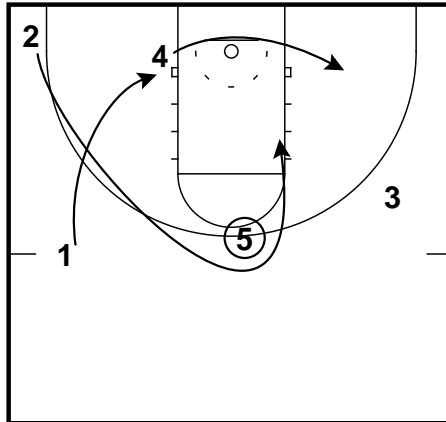
1 takes ball to the action and finds 4 for the shot

Down Stagger



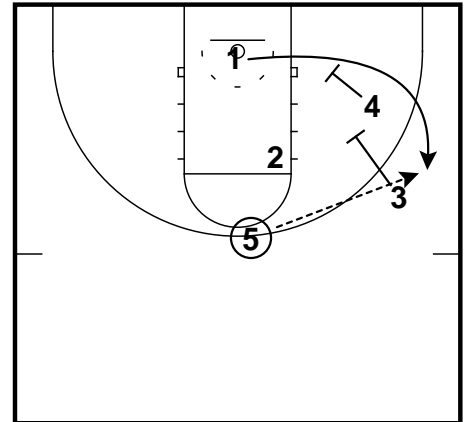
1 dribble enters to the wing. 5 sets a cross screen for 4 and 3 down screens for 5. 1 passes to 5 at the top of the key while 3 exits to the wing.

Down Stagger



1 cuts to the block as 4 exits the lane. 2 sprints for a dribble handoff (doesn't get it)

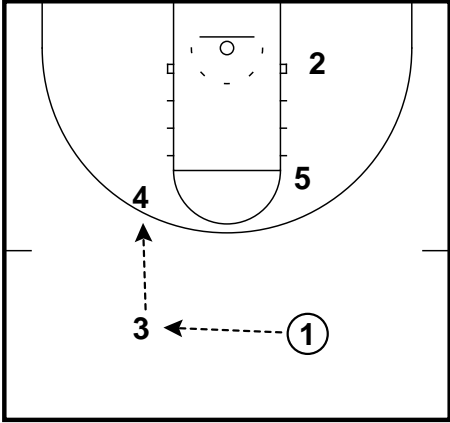
Down Stagger



4 and 3 stagger for 1 who has the option to read the defense for a flare or curl.

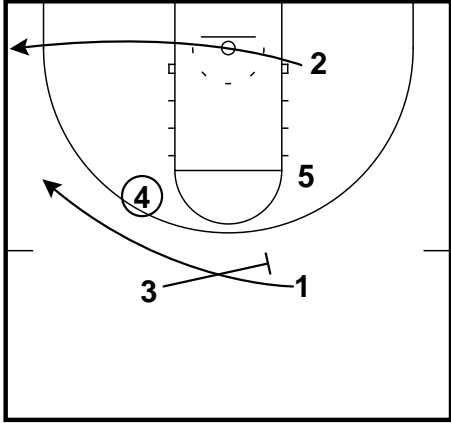
Quick Hitters

Elbow Split Fade



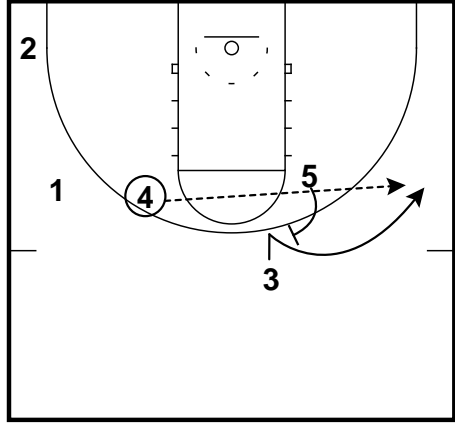
1 passes to 3.
3 passes to 4.

Elbow Split Fade



3 screens for 1.
2 clears out to corner.

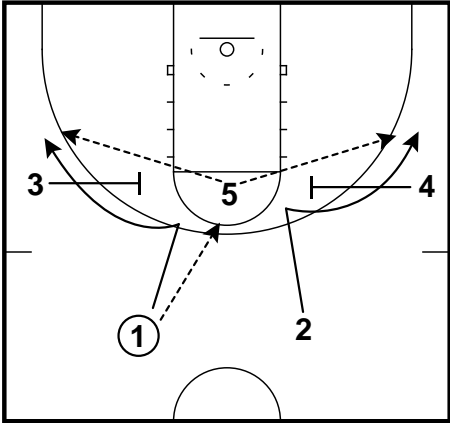
Elbow Split Fade



5 sets fade screen for 3.
4 passes to 3.

NOTE: 3's screen for 1 is a decoy, as it is looking to put X3 in a position where he is concerned about helping on 1, and is not ready for the next action.

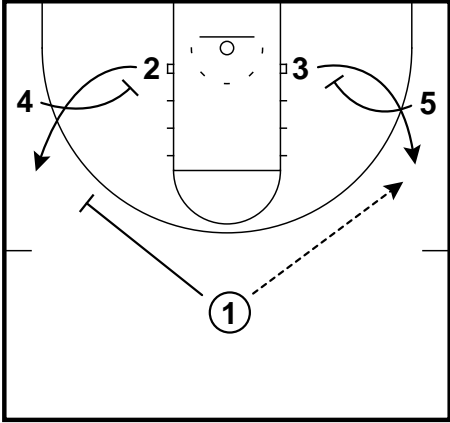
EOH Flares



1 passes to 5. 1 & 2 cut inside, 3 & 4 cut in and set screens for 1 & 2. 5 looks to pass to either one.

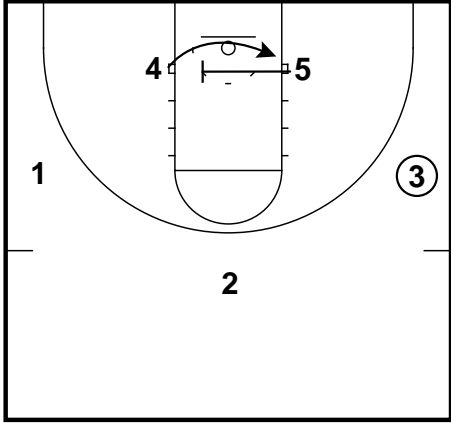
Quick Hitters

Flat Post



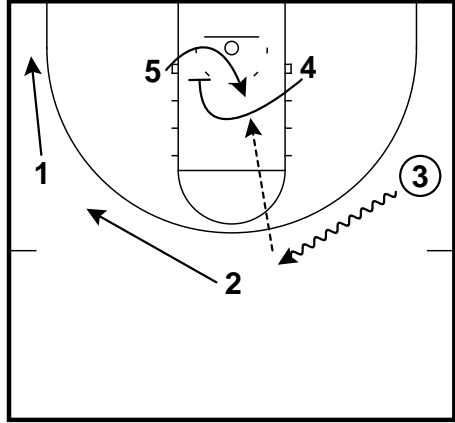
4 & 5 down screen for 2 & 3
 1 pass to 3
 1 screen away for 2

Flat Post



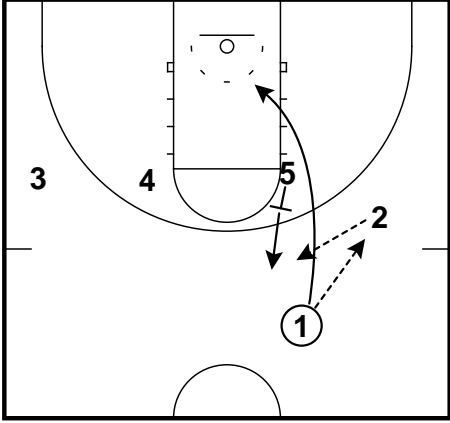
5 cross screen for 4

Flat Post



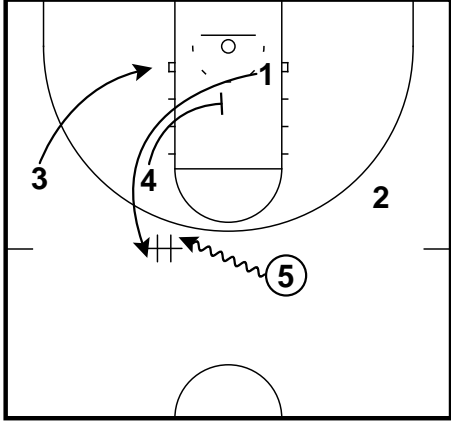
3 drags dribble out
 1 & 2 space
 4 cross screen for 5
 3 pass to 5 to score

Flex Decoy



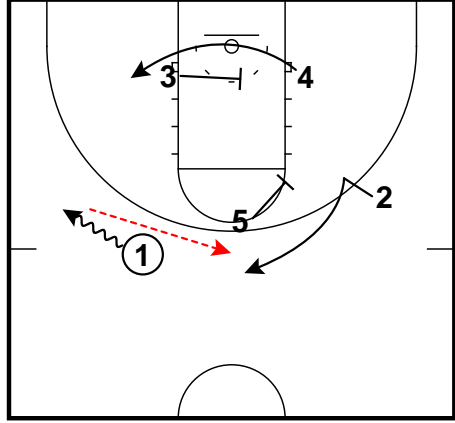
1 passes to 2. 1 UCLA cuts off of 5's back screen.

Flex Decoy



4 screens for 1. 5/1 DHO.

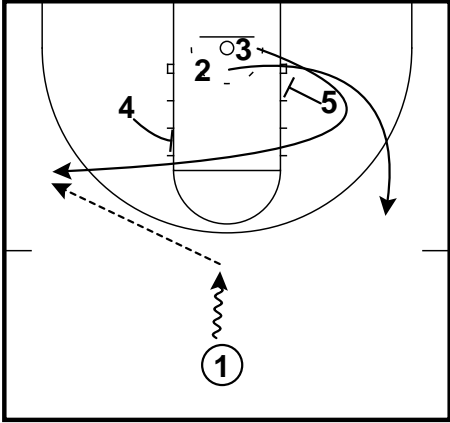
Flex Decoy



3 sets flex screen for 4. 4 cuts into postup. 5 down screens for 2. 1 throwback to 2 for shot.

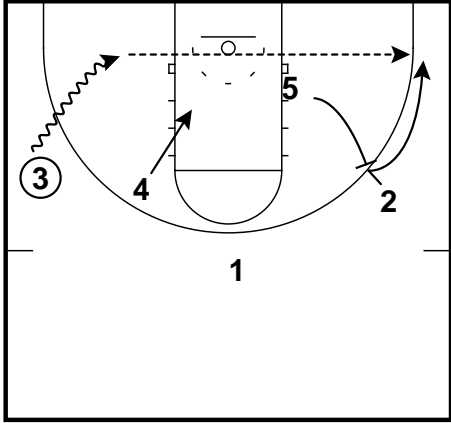
Quick Hitters

Floppy Hammer



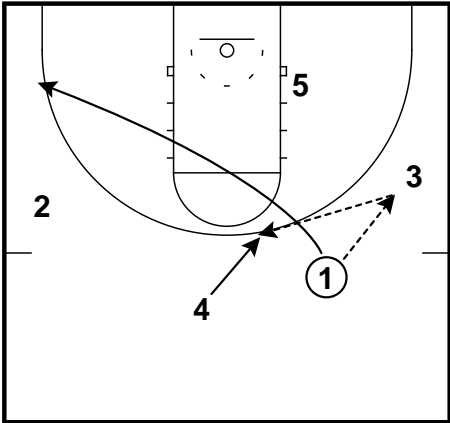
The play starts out in a floppy set. The 3 comes off the 5 and curls to come to the opposite wing receiving a screen from the 4. The 1 hits the 3 as he comes off the 2nd screen. The 2 cuts off the 5 after the 3 to the wing.

Floppy Hammer



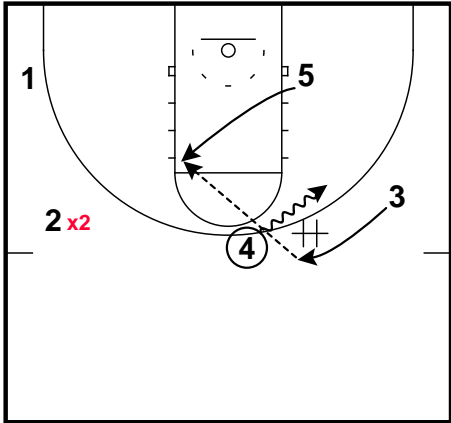
Right after the 2 comes off the 5, the 5 turns around and sets the hammer screen on the 2 defender bring him to the corner. The 3 right on the catch drives hard baseline looking to find the 2. At the same time the 4 rolls to the as the send option.

Hawks Thru X



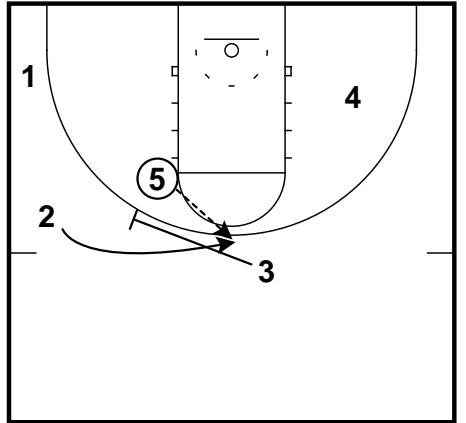
1 hits 3 on the wing and cuts through to the opposite corner. Trailer 4 fills the top of the key and gets the half-reversal

Hawks Thru X



With 2 denied, instead of swinging the ball, 4 turns and dribble handoffs back to 3. 5 cuts to the opposite elbow and gets a high post entry pass from 3

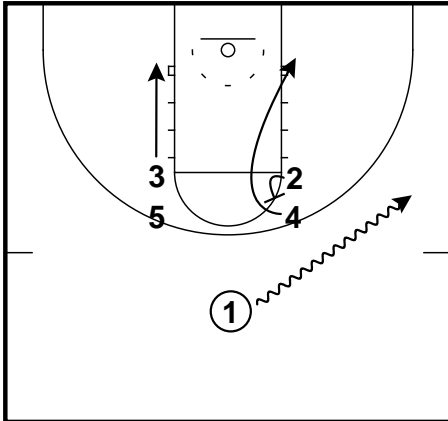
Hawks Thru X



3 curls over the top of the ball to set a level screen for 2 to come off and look for a shot. If he doesn't get it, 3 should be open for a rim attack

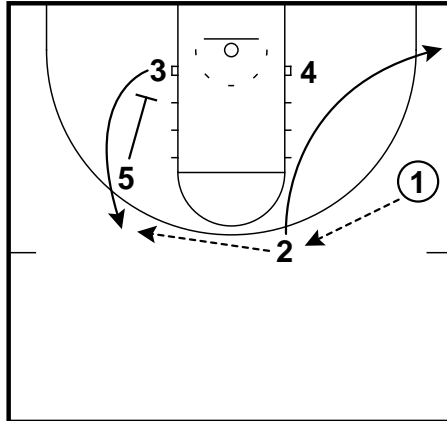
Quick Hitters

High Stacks



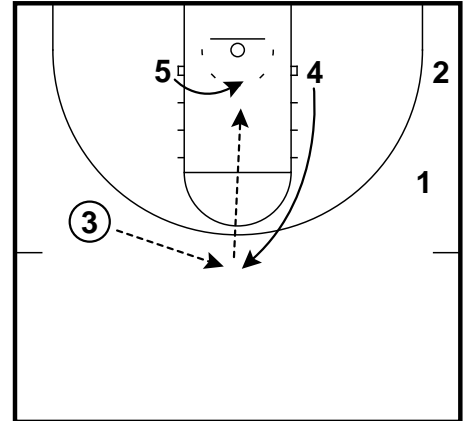
- 1 dribble entry to wing
- 2 back screens for 4
- 4 cuts to block

High Stacks



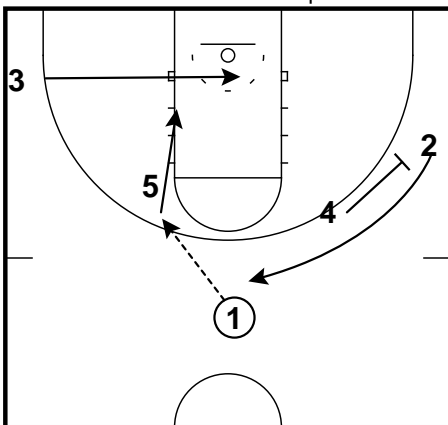
- 1 pass to 2
- 5 down screens for 3
- 2 pass to 3
- 2 clears to corner

High Stacks



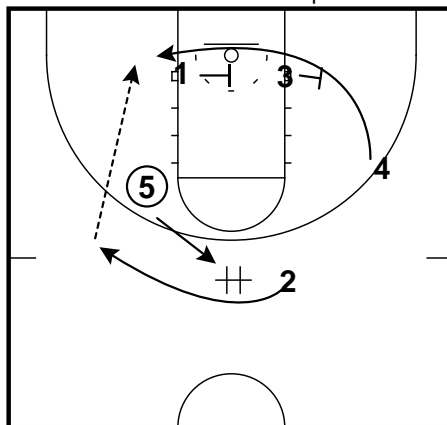
- 4 cuts to top
- 5 ducks in
- 4 hi-lo pass to 5

Hook Double Rip



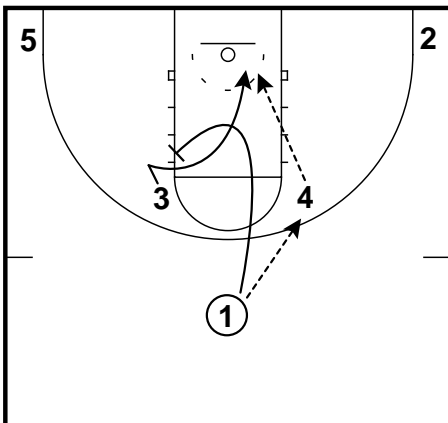
- 1 enters to 5 at the elbow while 4 sets a down screen for 2. 3 cuts to the opposite block.

Hook Double Rip



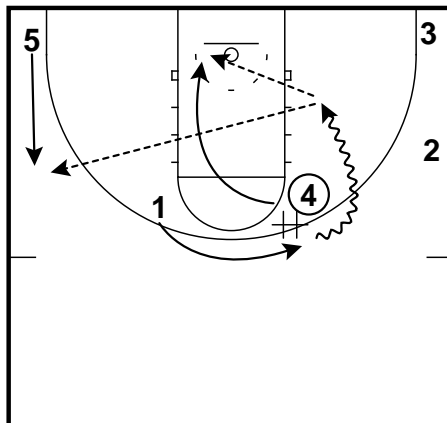
- 5 does a dribble hand off for 2 while 1 and 3 set a stagger screen on the baseline for 4. 2 gets the ball to 4 on the block.

Horns Rub



- LeBron at the 4, Frye at the 5.

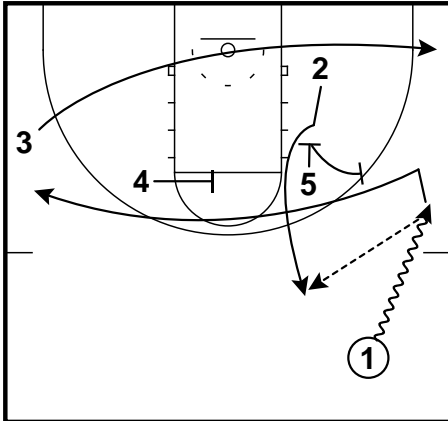
Horns Rub



- LeBron at the 4, Frye at the 5.

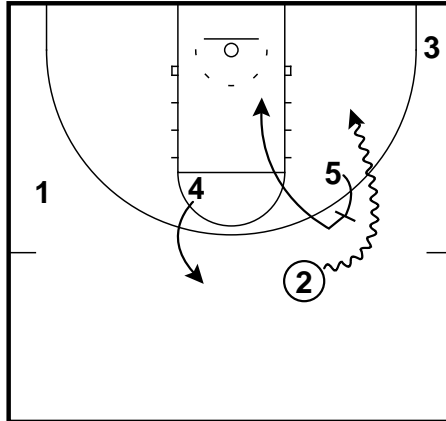
Quick Hitters

Loop It Step Up ATO



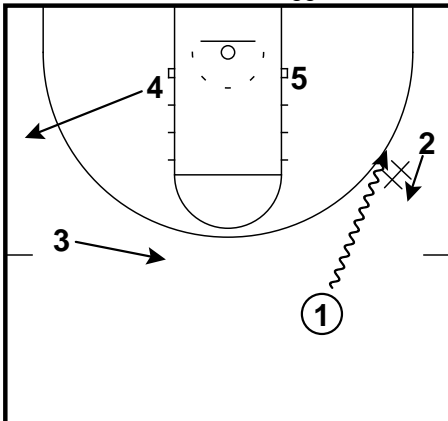
5 zipper 2. 1 swing 2. 5,4 loop 1.

Loop It Step Up ATO



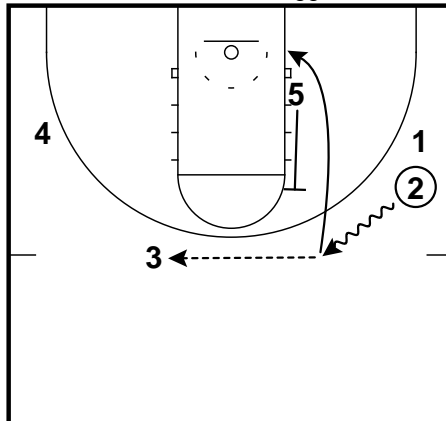
2-5 Step up P/R (5 roll 4 replace)

Patriot Chin Stagger



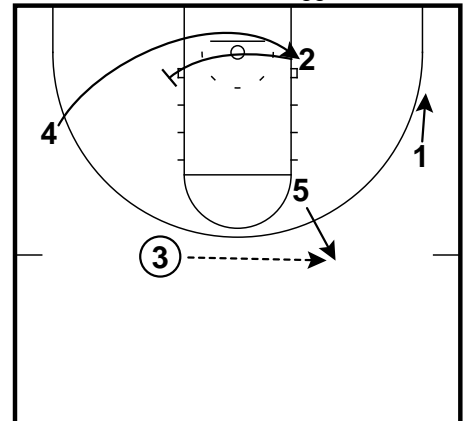
1 dribbles at 2 for a dribble handoff. 3 and 4 space around the perimeter. 3 and 4 can screen or exchange to get open.

Patriot Chin Stagger



2 swings the ball to 3 and receives a backscreen from 5. 3 looks for to for a layup.

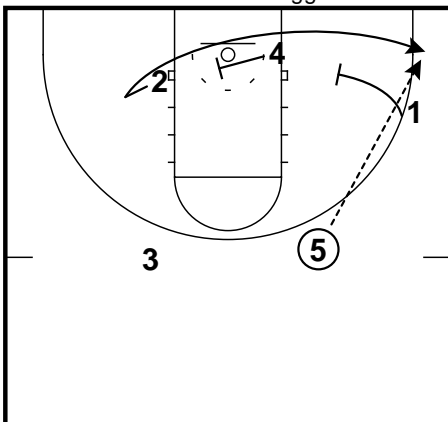
Patriot Chin Stagger



5 steps out to the perimeter to receive the pass from 3.

2 continues to cut through the lane and sets a flex screen for 4.

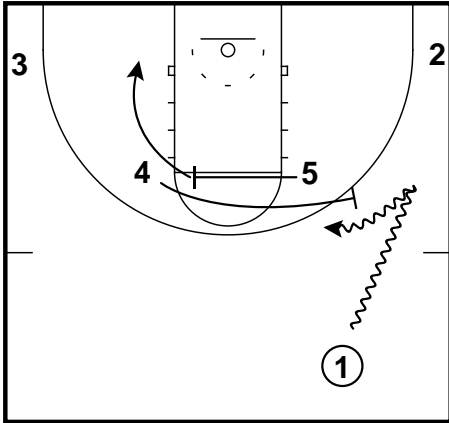
Patriot Chin Stagger



4 stops at the block and turns to set a stagger screen with 1 for 2 cutting hard to the corner.

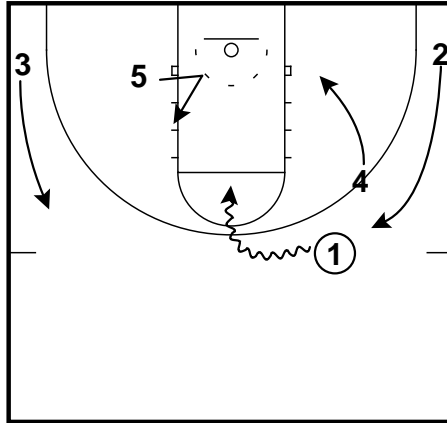
Quick Hitters

Pistons SOG



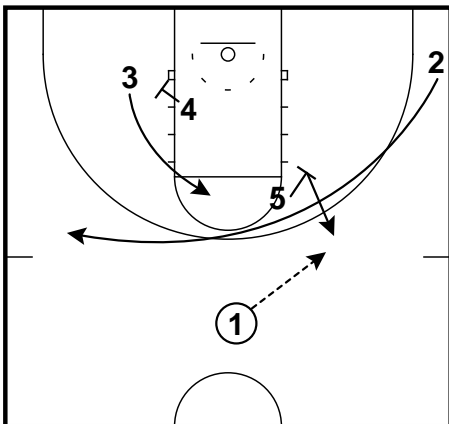
5 cross 4 to Side P/R with 1. X4 shows against P/R.

Pistons SOG



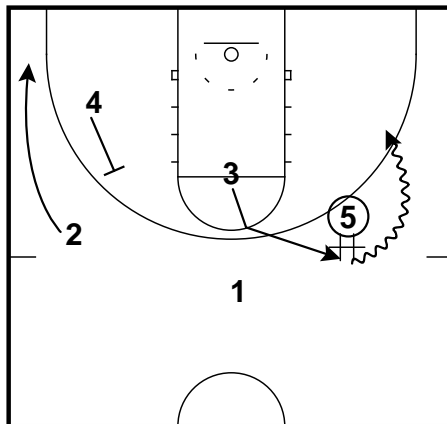
As 1 turns corner, 5 ducks in. 4 rolls to basket. 2 replaces for single side bump. X5 is occupied with duck-in, X2 must bump the roll by 4. 1 has drive into paint or throwback to 2 beyond the arc.

Point 31 Out



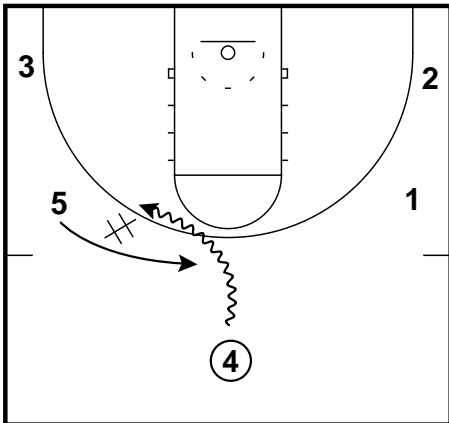
5 down screens for 2. 5 pops out for a catch from 1.

Point 31 Out



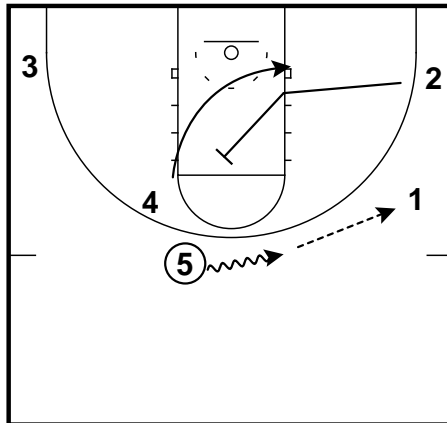
3 fakes back screen for 1. 5/3 DHO. 4 flare screens for 2.

Point Forward STS



Using the "point-forward" concept 4 brings the ball into the front court and executes a dribble handoff with 5

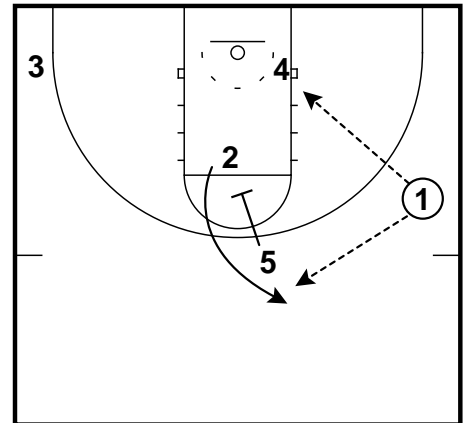
Point Forward STS



After the dribble handoff, 2 (desired shooter) set the back screen for 4

5 comes off the dribble handoff and passes to 1

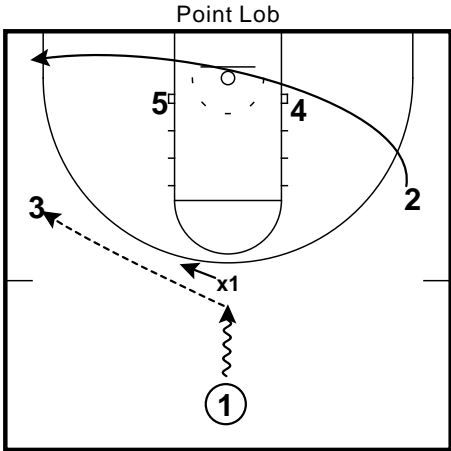
Point Forward STS



5 then downscreens for 2 (STS)

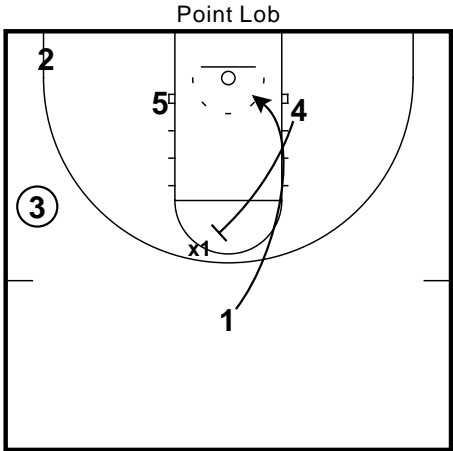
1 has the option of entering to 4 on postup or hit 2 on the STS action.

Quick Hitters



Gary Payton II (1) enters to the wing and 3 looks in to the hot hand Schaftenaar (5).

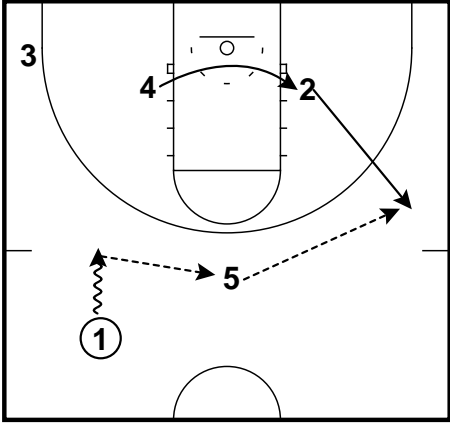
2 runs the baseline and clears out the weak side.



As soon as 2 clears, 4 sets the backscreen on x1 as Payton II (1) cuts to the rim for the lob pass.

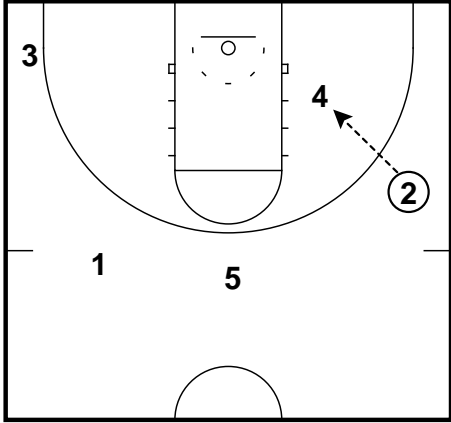
Quick Hitters

Post Decoy Stagger



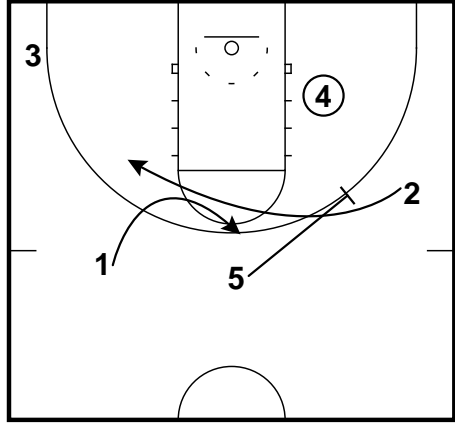
- 1 pass to 5.
- 2 cuts to wing.
- 5 pass to 2.
- 4 follows the ball.

Post Decoy Stagger



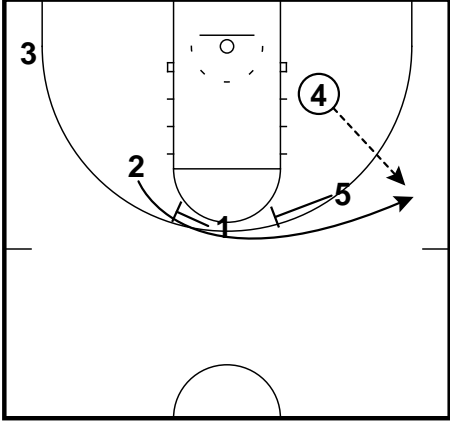
- 2 passes inside to 4.

Post Decoy Stagger



- 5 sets a screen for 2 (not trying to score off of this screen).
- 2 acts as if he is screening for 1 but cuts to elbow area at last second.

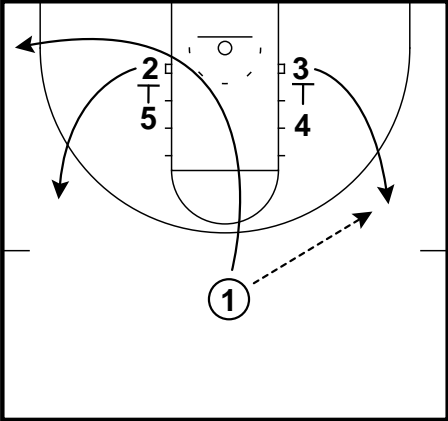
Post Decoy Stagger



- 1 & 5 set stagger screen for 2.

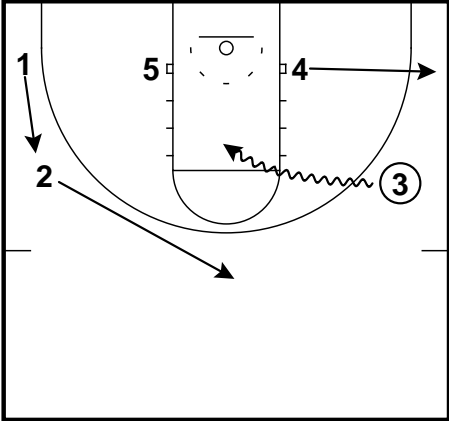
Quick Hitters

Princeton Bounce



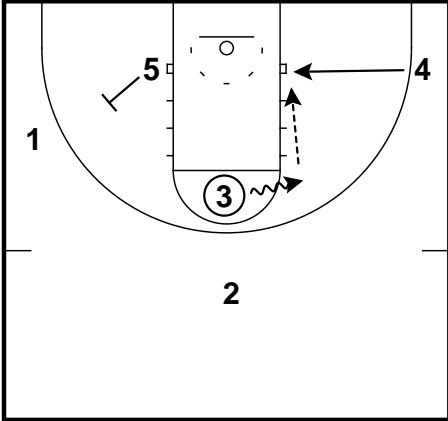
2 & 3 cut to wing off of 4 & 5
 1 pass to 3
 1 cuts through to opposite corner

Princeton Bounce



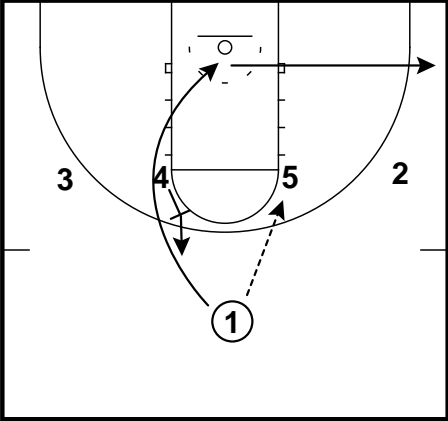
4 pops to corner
 3 penetrates
 1 & 2 fill up

Princeton Bounce



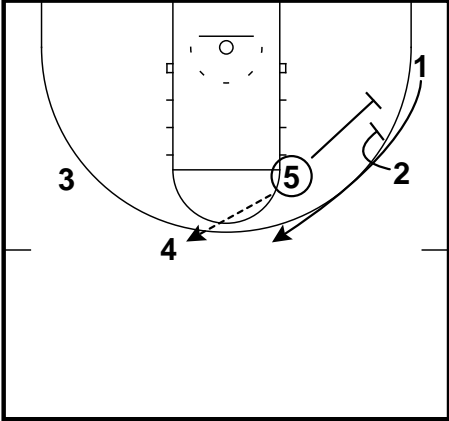
3 dribbles at 4
 4 cuts backdoor
 3 pass to 4

Rip Stagger Chicago



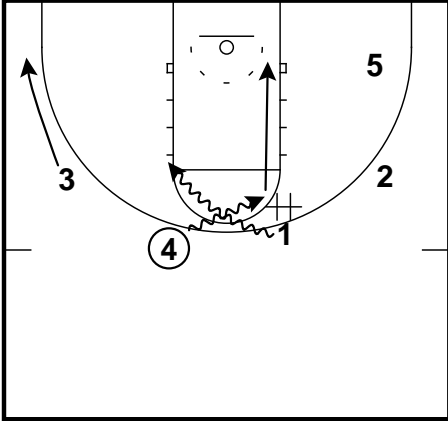
1 pass to 5
 4/a back screen

Rip Stagger Chicago



5 pass to 4
 5 and 2 stagger away for 1

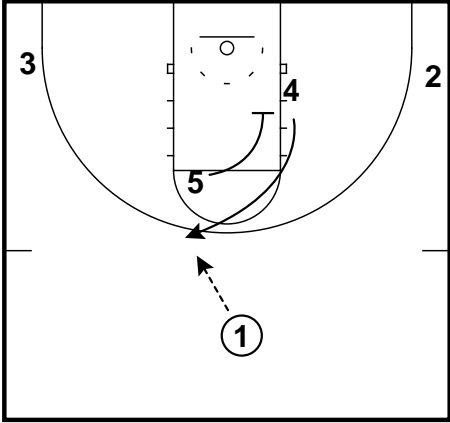
Rip Stagger Chicago



4/1 DHO
 4 dive and 3 slide to corner

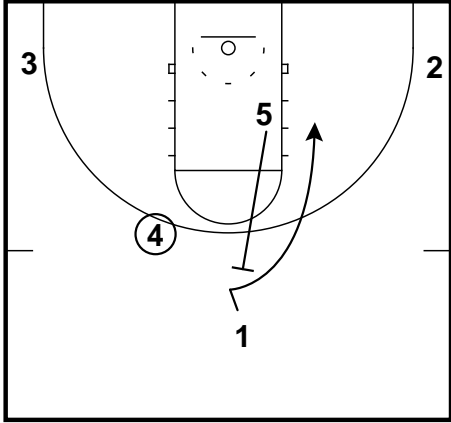
Quick Hitters

Shocker ATO Horns FLEX



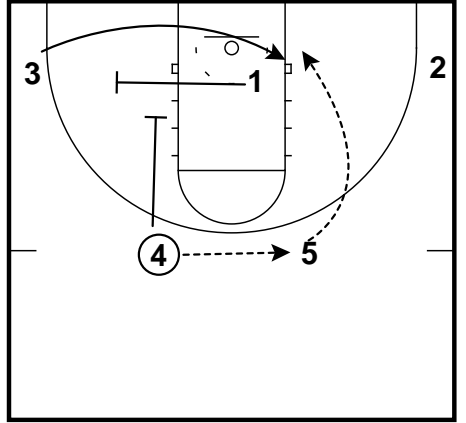
5 downscreens for 4 who cuts to the high elbow
1 passes to 4

Shocker ATO Horns FLEX



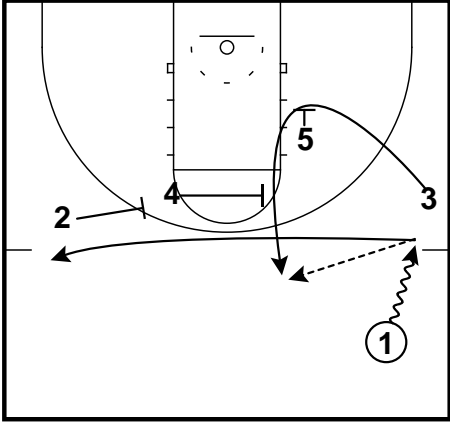
On air time of the pass to 4, 5 cuts to elbow to build the HORNS set then backscreens for 1

Shocker ATO Horns FLEX



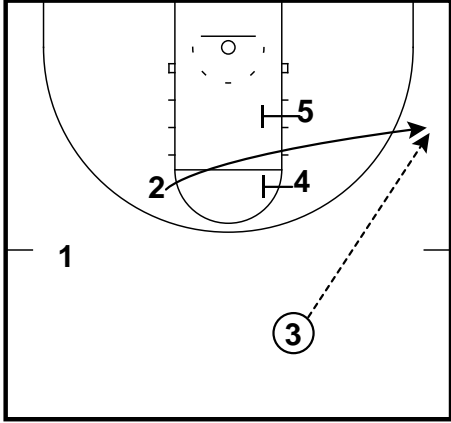
after the backscreen 5 steps out to make the catch from 4
1 flex screens for 3
4 downscreens for 1 (STS Flex)

Side Elevator



5 pins 3
1 hits 3
1 AI's off 2 and 4

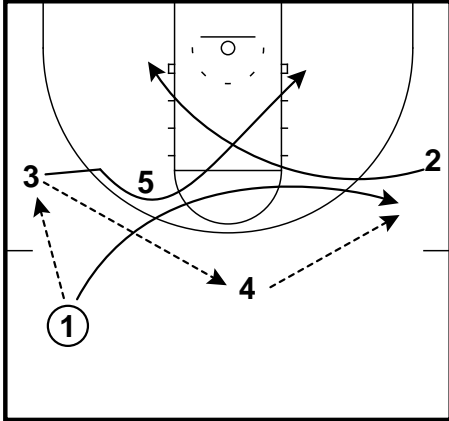
Side Elevator



2 cuts through 4 and 5's screens
3 hits 2

Quick Hitters

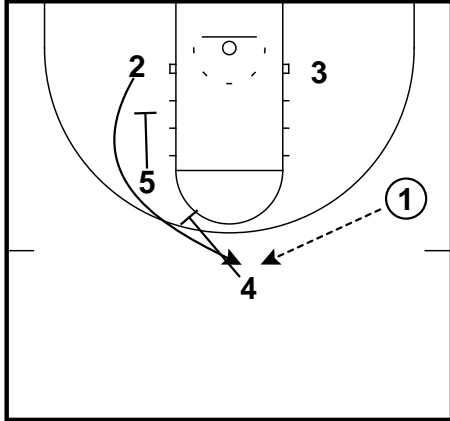
Slash



1 advances to 3 and shallow cuts to the opposite wing. As this takes place 3 swings to 5 and 5 swings to 2. Each of these are scoring cuts if open.

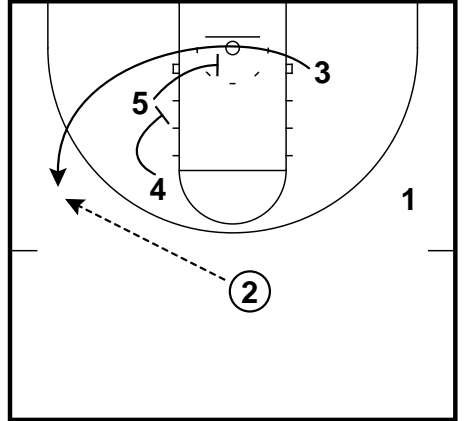
1's first look is 3 posting up.

Slash



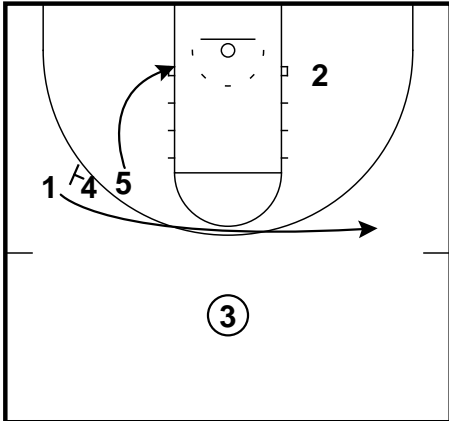
5 and 4 stagger for 2. 1 passes to 2.

Slash



If 2 doesn't have a shot 5 and 4 set another stagger for 3.

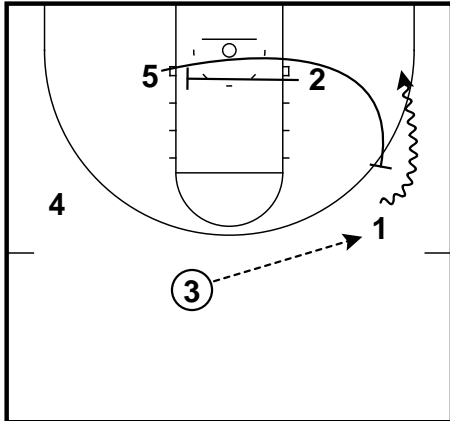
Slice Cross Step



4 sets rub screen for 1 who slice cuts to right wing

5 dives to block

Slice Cross Step



2 sets cross screen for 5

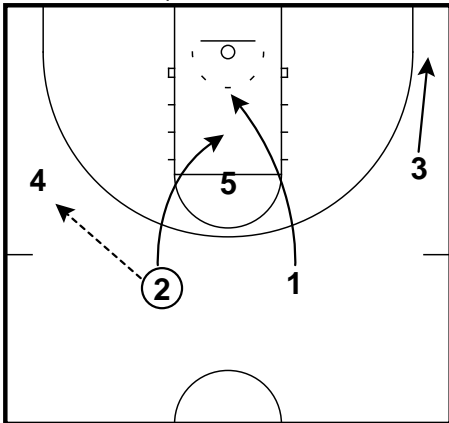
5 cuts into step up screen on right side of floor

1 catches pass on move from 3

1 uses step up screen from 5 and attacks rim

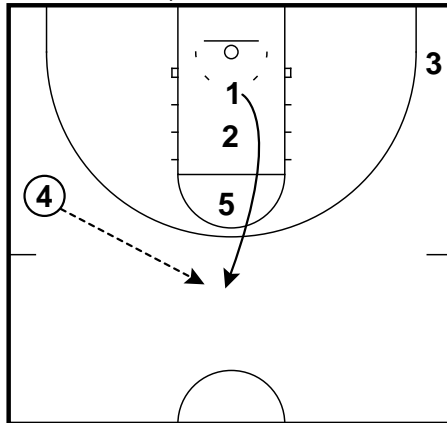
Quick Hitters

Spain 42 Flare



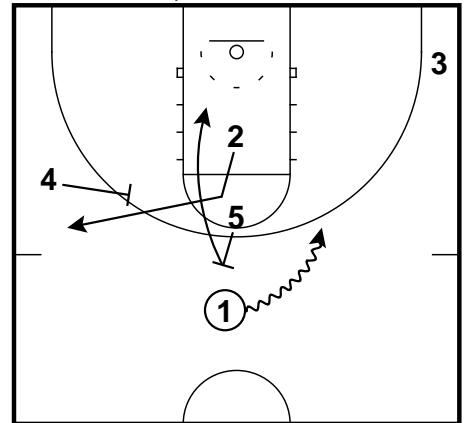
2 passes to 4. 1 & 2 scissor cut off of 5.

Spain 42 Flare



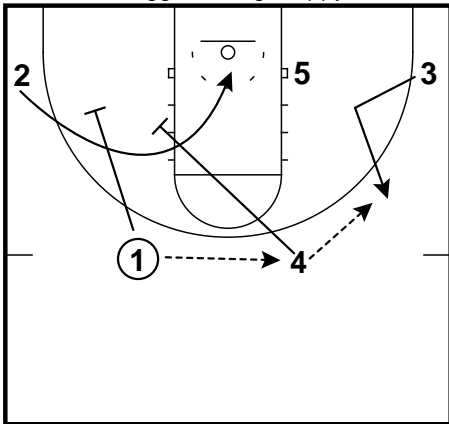
1 cuts up the paint for a catch from 4.

Spain 42 Flare



5 sets ball screen for 1. 2 fake back screen for 5. 4 screens in for 2. 2 flares out to wing. 1 passes to 2 for shot.

Stagger String Floppy

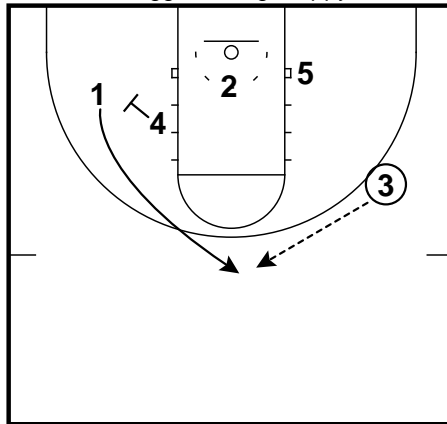


1 to 4 to 3

1 and 4 stagger away for 2

2 always curl

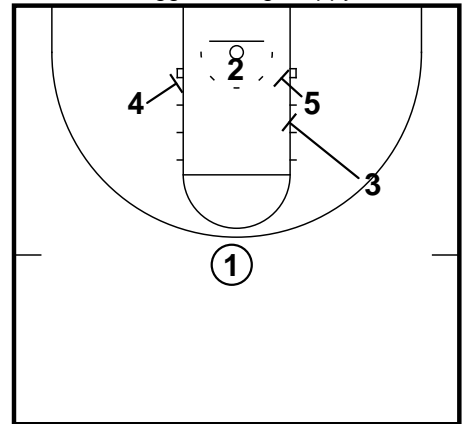
Stagger String Floppy



4/1 down screen

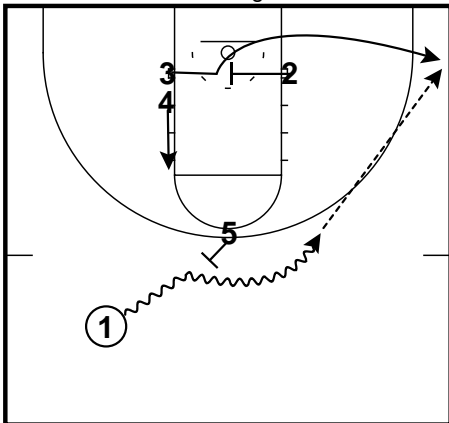
3 to 1

Stagger String Floppy



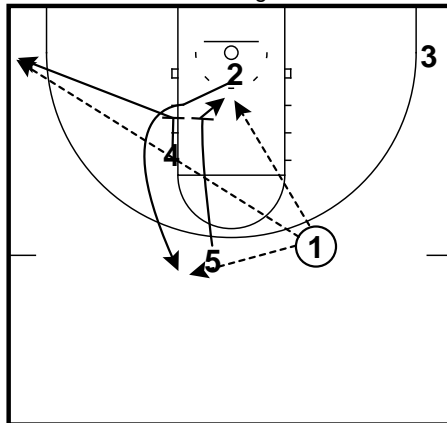
Floppy action for 2

Strong



#1 comes off of the ball screen set by #5 and looks to pass to #3 who comes off of a single down screen set by #2.

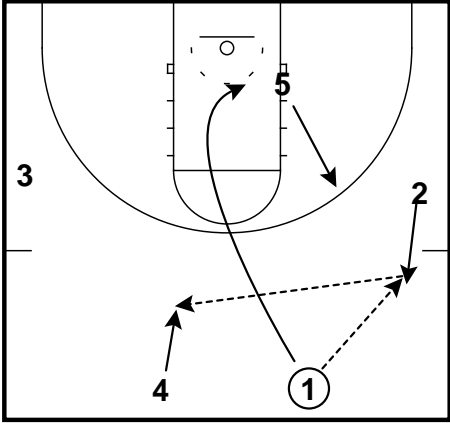
Strong



After #1 clears the ball screen, #5 combines with #4 to set the double down screen for #2. #4 will slip to the help-side corner and #5 will slip to the basket.

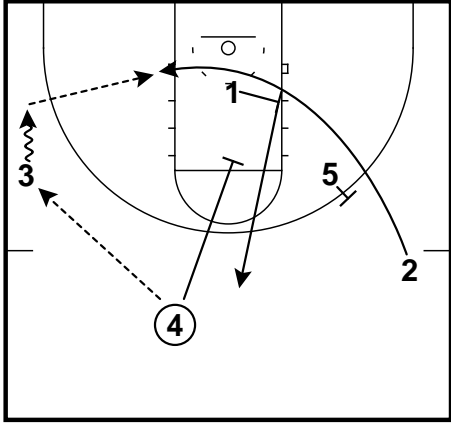
Quick Hitters

Strong Stagger Post



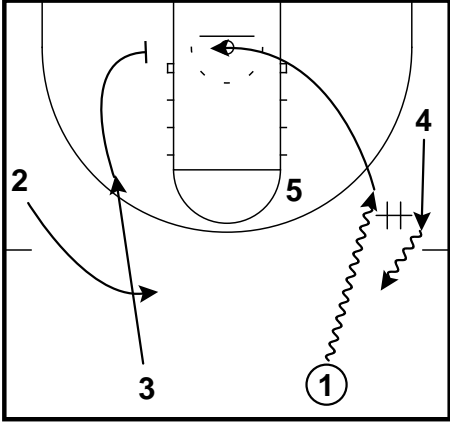
1 enters to 2 well away from the basket and cuts to the rim. 2 swings the ball to 4 trailing into the play.

Strong Stagger Post



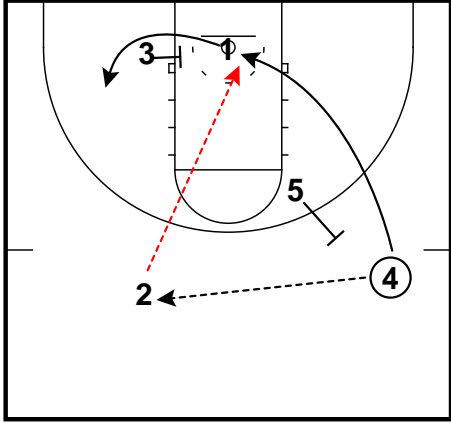
4 swings the ball to 3 as 5 and 1 set a stagger backscreen for 2 cutting to the block. 3 may have to dribble to improve the post entry pass angle. 4 can then downscreen for 1 cutting to the top of the key.

USA Chin Lob



1 starts with dribble attack to the 4 and DHOs to 4. 4 takes a dribble up for spacing as 3/2 exchange. 1 continues to the rim.

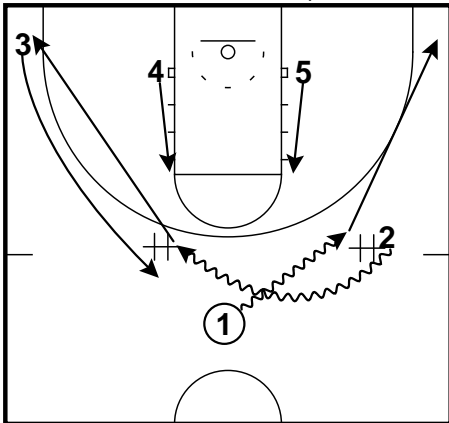
USA Chin Lob



3 sets a screen for 1 as 1 exits the lane. 4 passes to 2 as 5 sets a backscreen for 4. 2 hits 4 with the lob pass.

Quick Hitters

Weave Horns Rip



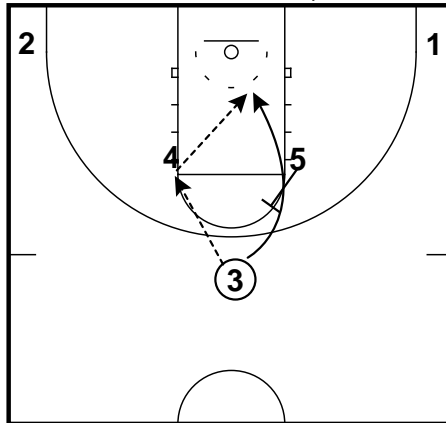
1 sprint dribbles at the 2 for a quick dribble handoff, and then clears to the ball side corner.

On the handoff, 4 and 5 lift into their respective high posts.

On the handoff, 3 rises to the high wing to receive a dribble handoff from 2 coming across the court.

2 clears to the ball side corner.

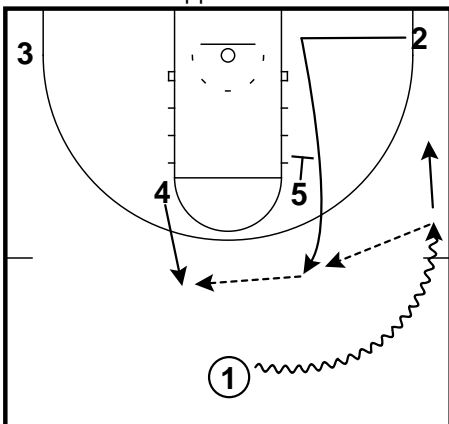
Weave Horns Rip



Now in a horns set, 3 feeds 4 at the high post.

5 sets a back screen for 3, who sprints to the rim for a pass from 4 for a layup.

Zipper DHO

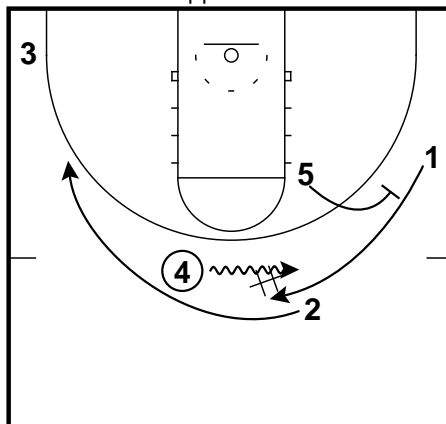


1 dribble enters to the wing.

2 zipper cuts to receive the ball outside the 3pt line, lane line extended

4 steps out for reversal

Zipper DHO



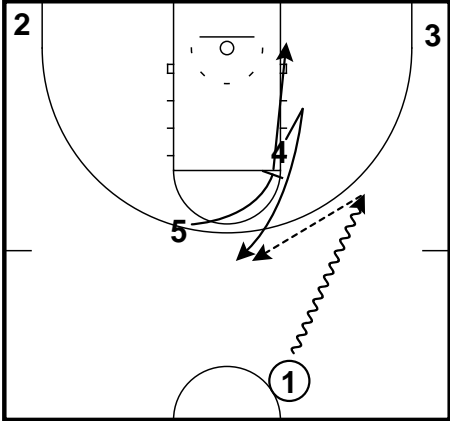
2 comes off of 4 for a fake handoff.

4 then dribbles hard as 5 sets a screen for 1.

1 gets the dribble handoff for an open 3pt look at the top of the key.

Quick Hitters

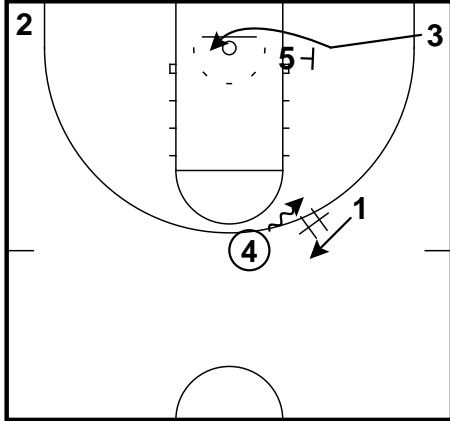
Zipper Exit Stagger



1 dribble enters to the wing as 4 cuts to the top of the key to receive the pass.

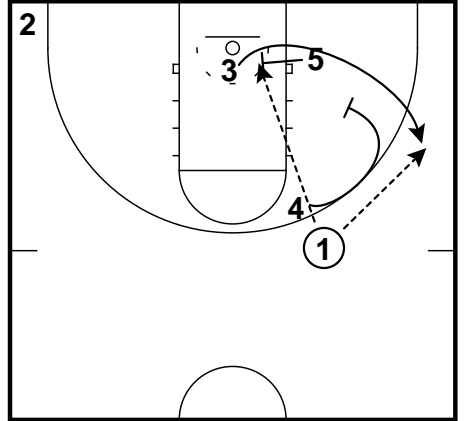
After 5 screens for 4, 5 sprints to the strong block.

Zipper Exit Stagger



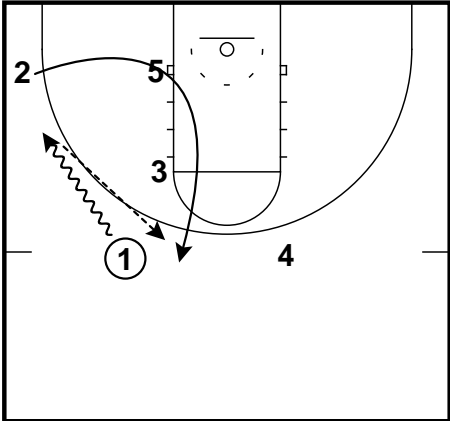
5 sets a flex screen for 3. 4 waits for 3 to come off the screen and then dribbles at 1 for DHO.

Zipper Exit Stagger



3 stops and comes back off a stagger from 5/4. If x5 helps, 5 can slip for open layup/dunk.

Zipper Hammer

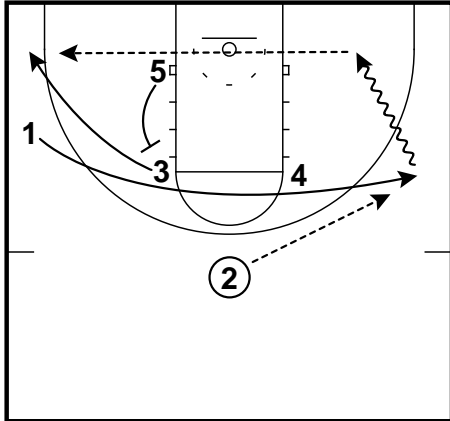


1 dribble to left wing

2 zipper up to TOK

1 pass to 2

Zipper Hammer



1 Iverson cut off 3 and 4 to right wing

2 pass to 1

1 drive hard to baseline

5 flare 3

1 skip to 3 for shot