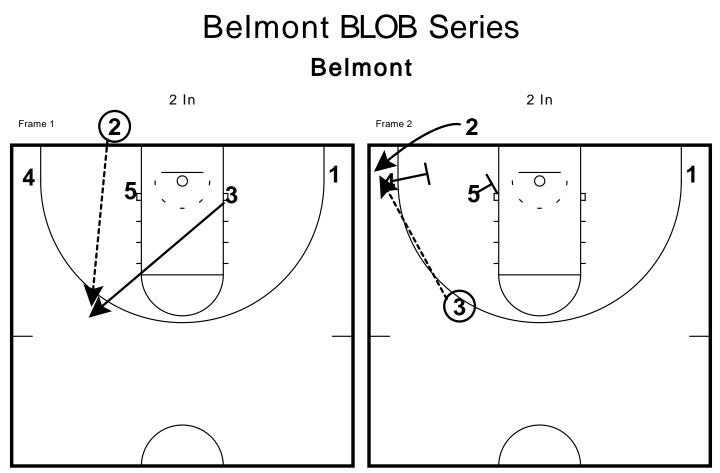
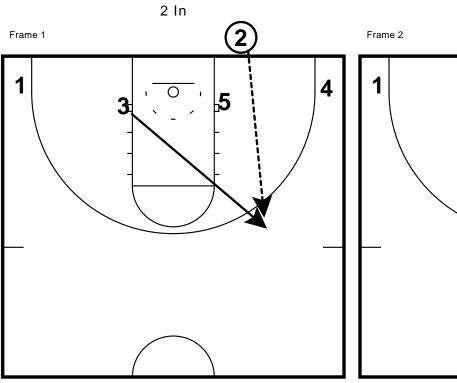


Double for 2.5 cuts his screen off early and looks to catch a pass thrown right over his shoulder.

Double for 2.5 cuts his screen off early and looks to catch a pass thrown right over his shoulder.



3 lifts for a catch.

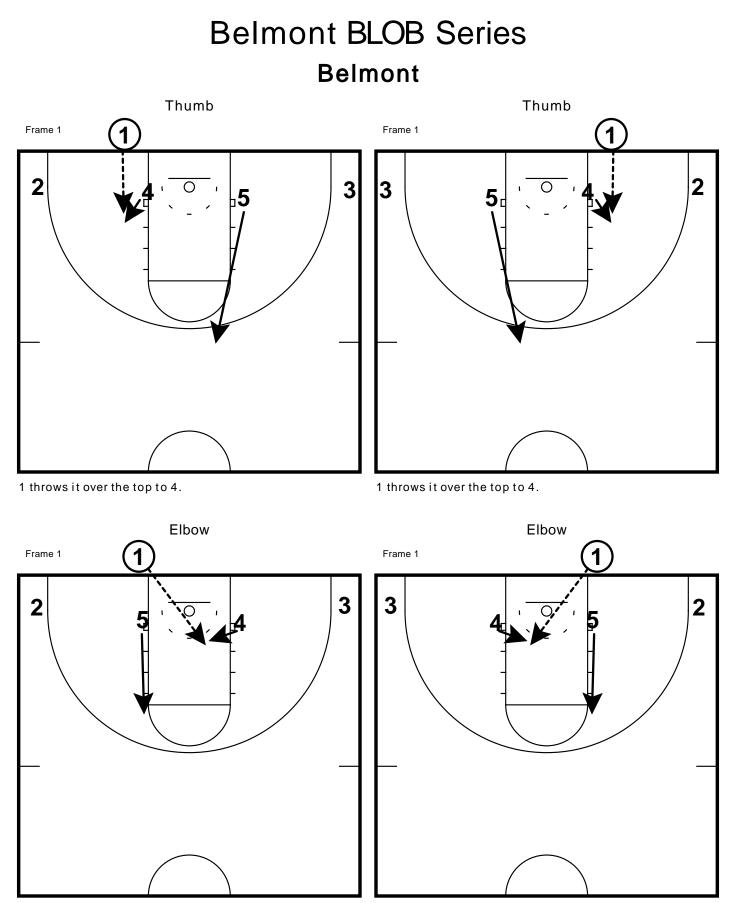


2 comes off a double set by 4 and 5.

2 ln

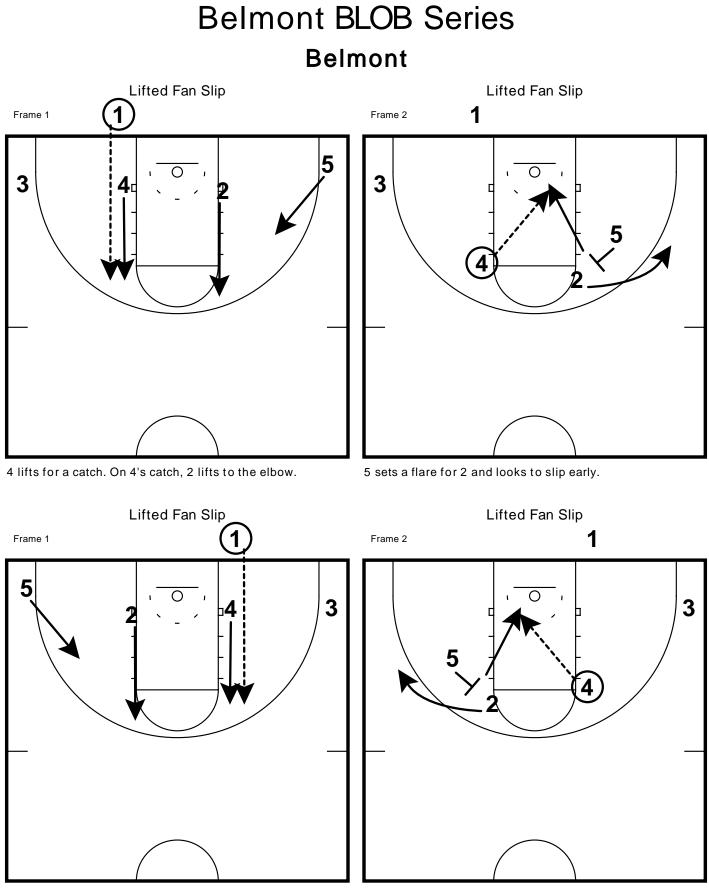
3 lifts for a catch.

 $2\ \text{comes}\ \text{off}\ a\ \text{double}\ \text{set}\ by\ 4\ \text{and}\ 5.$ 



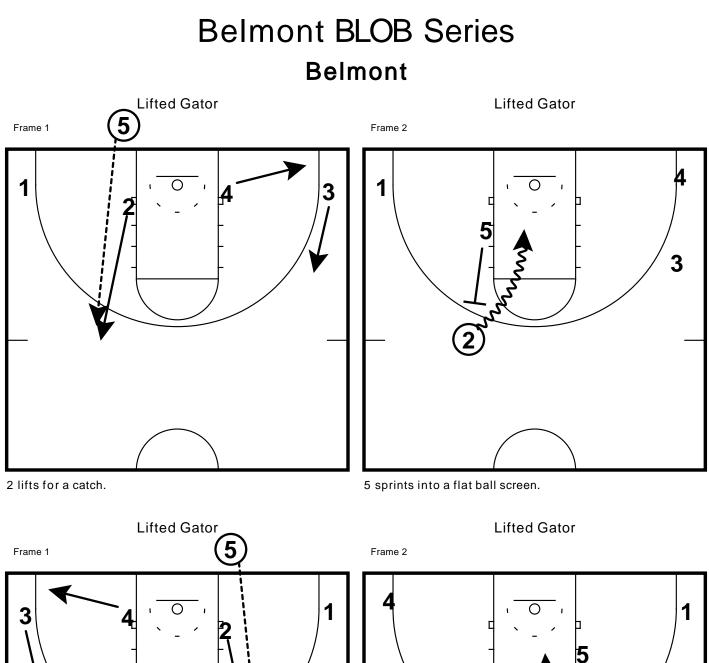
1 throws it over x4's shoulder to 4 for a layup.

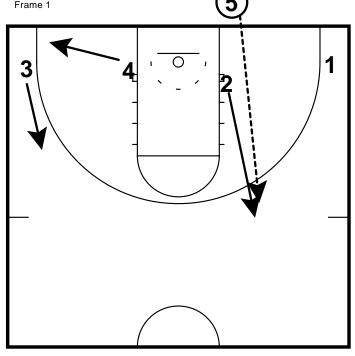
1 throws it over x4's shoulder to 4 for a layup.

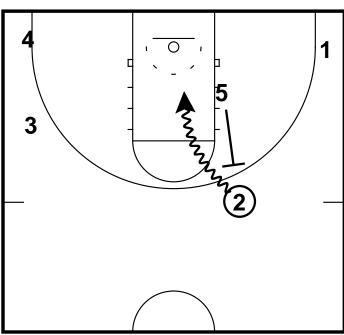


4 lifts for a catch. On 4's catch, 2 lifts to the elbow.

 $\mathbf{5}\ \text{sets}\ \text{a}\ \text{flare}\ \text{for}\ \mathbf{2}\ \text{and}\ \text{looks}\ \text{to}\ \text{slip}\ \text{early}.$ 

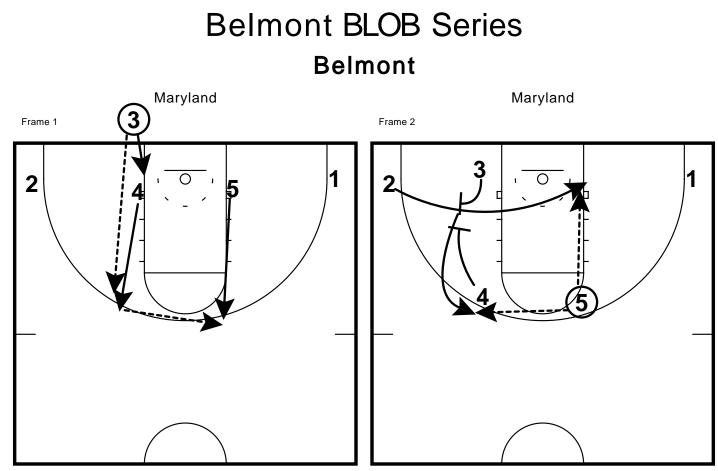




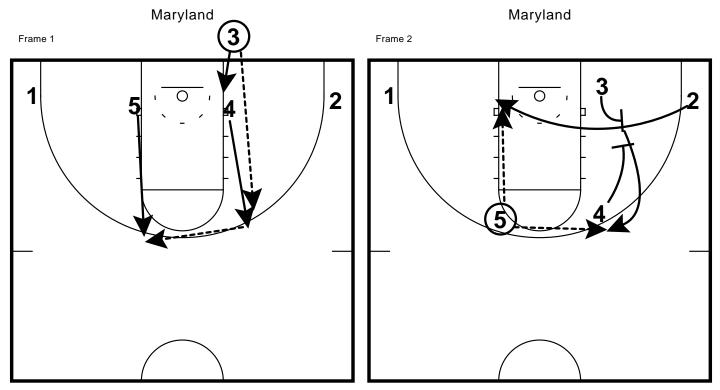


5 sprints into a flat ball screen.

2 lifts for a catch.



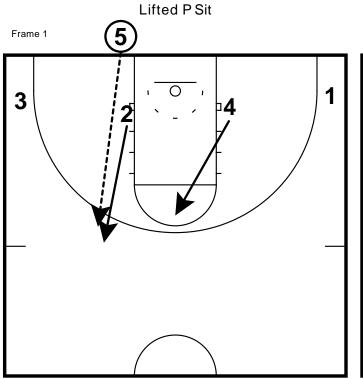
4 lifts for a catch. 5 lifts to catch a guard-to-guard pass.



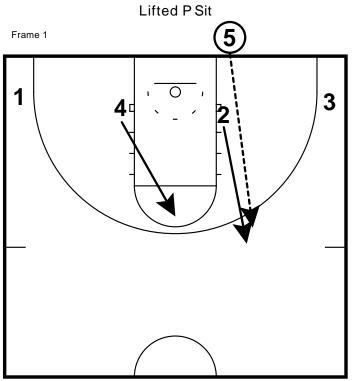
4 lifts for a catch. 5 lifts to catch a guard-to-guard pass.

## Belmont BLOB Series Belmont

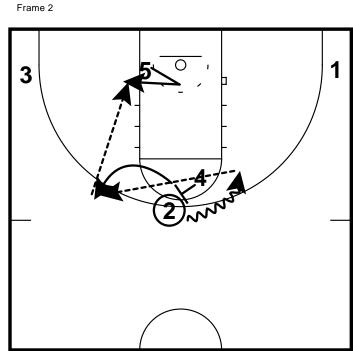
Frame 2



2 lifts for a catch. 4 sprints into a ball screen.



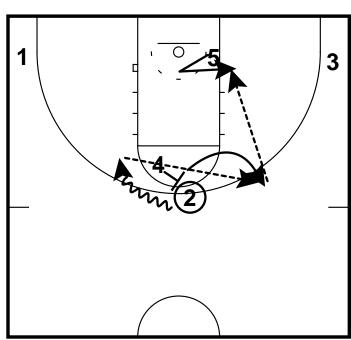
2 lifts for a catch. 4 sprints into a ball screen.



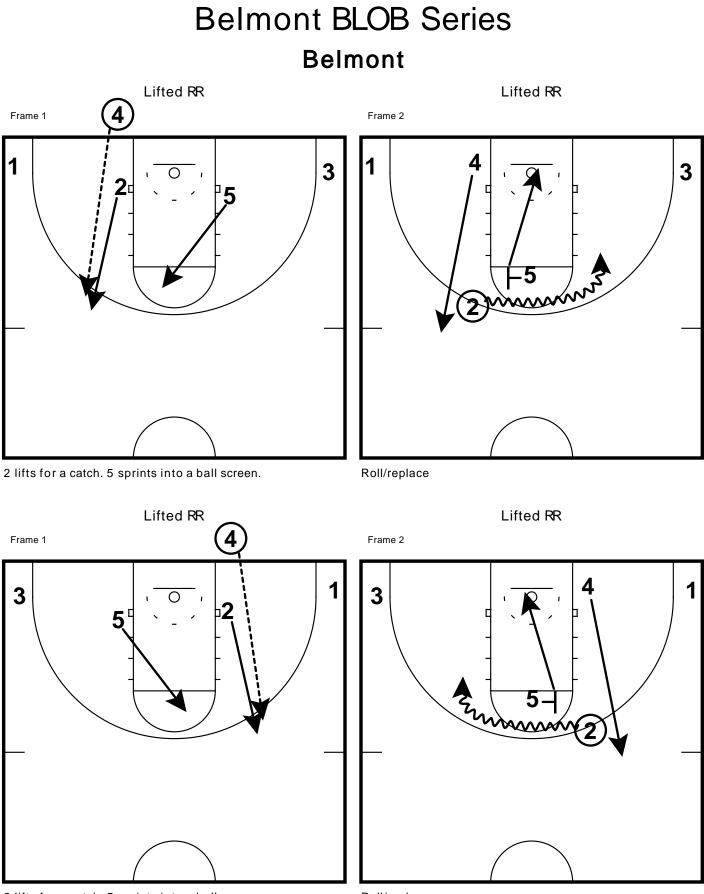
Lifted P Sit

4 pops after the ball screen he sets for 2. Anticipating the throwback, 5 ducks in on his man to get a paint catch.

## Lifted P Sit

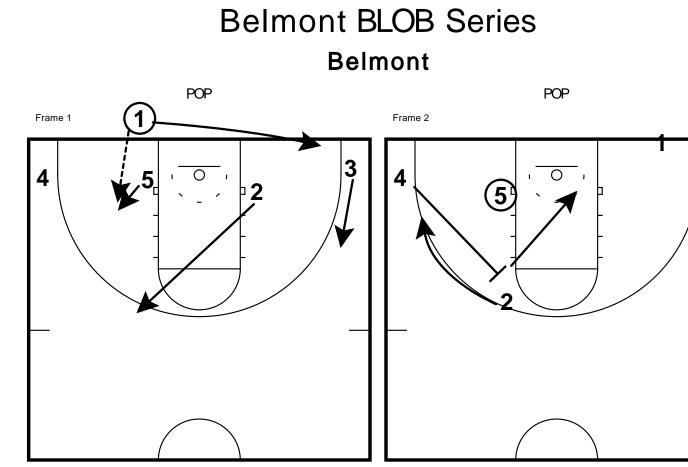


4 pops after the ball screen he sets for 2. Anticipating the throwback, 5 ducks in on his man to get a paint catch.

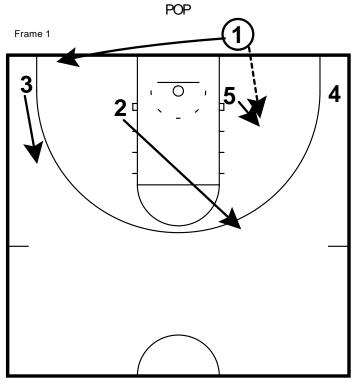


2 lifts for a catch. 5 sprints into a ball screen.

Roll/replace

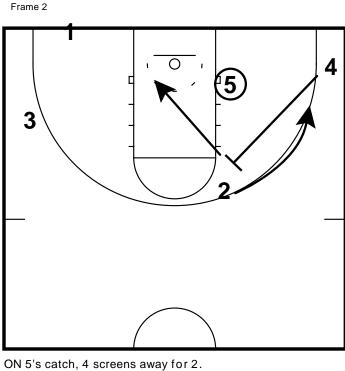


5 calls for the ball with his outside hand. 1 enters the ball to him.



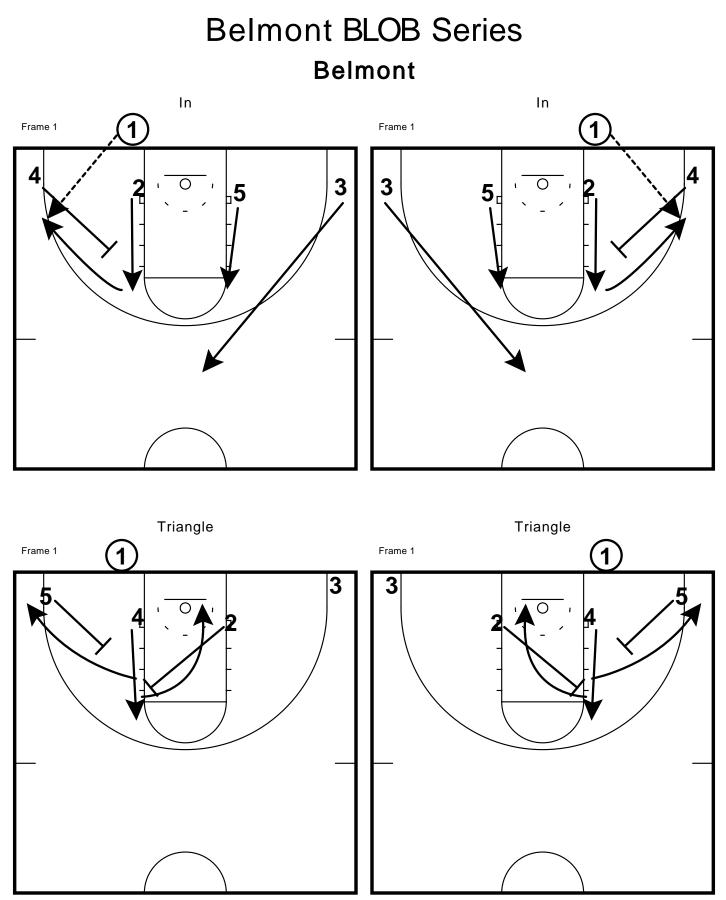
5 calls for the ball with his outside hand. 1 enters the ball to him.

ON 5's catch, 4 screens away for 2.



POP

3



4 lifts to the elbow. 2 sets a backscreen. 5 screens for 2.

4 lifts to the elbow. 2 sets a backscreen. 5 screens for 2.