

1971-72

J.V. Offensive Patterns

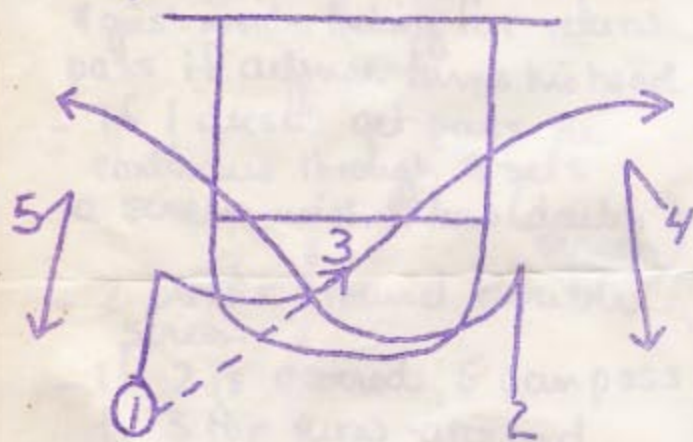
1) HIGH POST

- a) splits, backdoor
- b) inside
- c) Issaquah, Anacortes
1 & 2, 1, 2, 3
- d) guards low

2) LOW POST

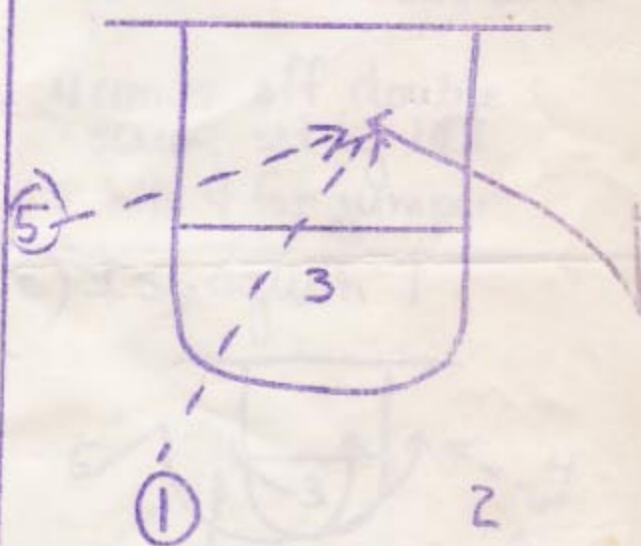
- a) outside
- b) guard through
- c) Auburn

1a) HIGH POST Splits



- 1 passes to 3
- 1 & 2 split high post
- guards (1 & 2) & forwards (4 & 5) exchange positions
- repeat splits with forwards starting action
- options to splitters
 - 3 gives ball to 1st or 2nd cutter who drives or stops for jumper over 3 screen
 - either cutter may act as if he will split & then break to basket, 3 uses bounce pass

1a) Back Door

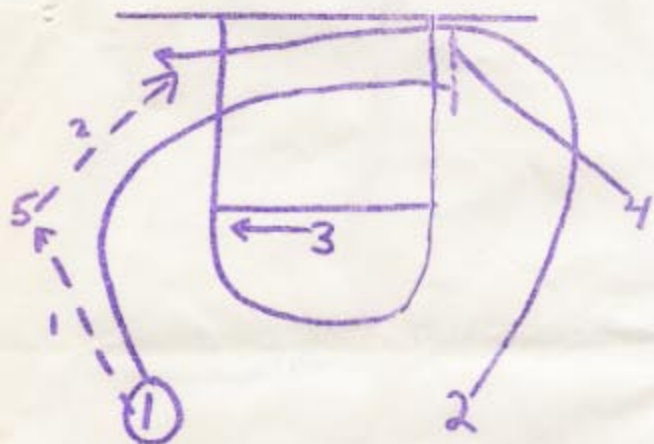


- at any time when defense is playing tight or too close, man away from ball breaks to basket after faking out
- ball starts at 1 or 5 & 4 breaks to hoop

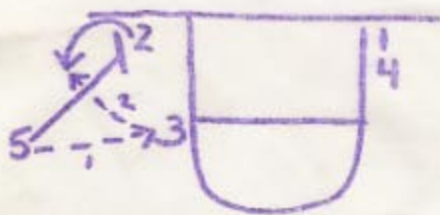
Symbols:

- ~~~~~> ball dribbled
- - - -> pass
- |— screen
- ^> fake
- ⊙ - start play
- arrow - direction of movement

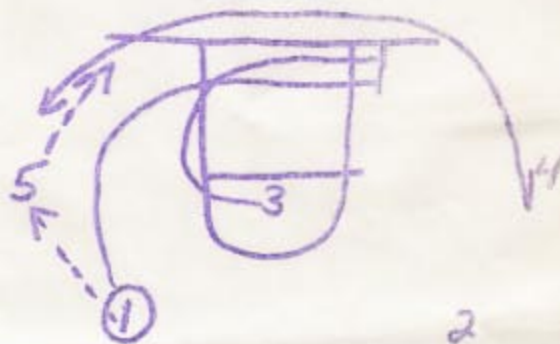
1b Inside



- 1 passes to 5 & goes inside looking for return pass if defense turns his head
- if 1 doesn't get pass he continues through & sets a screen with 4 low (double screen)
- 2 breaks around double screen
- if 2 is covered, 5 can pass to 3 for turn-around jump shot
- 5 can pass to 3 & screen for 2 or 2 & 5 can split off 3

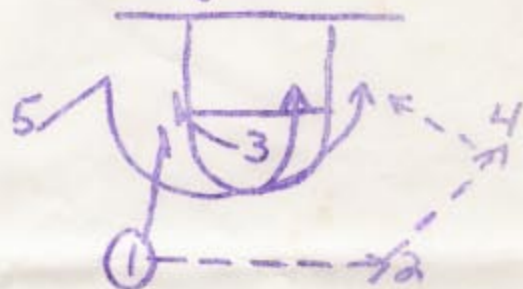


1b Inside (2nd option)



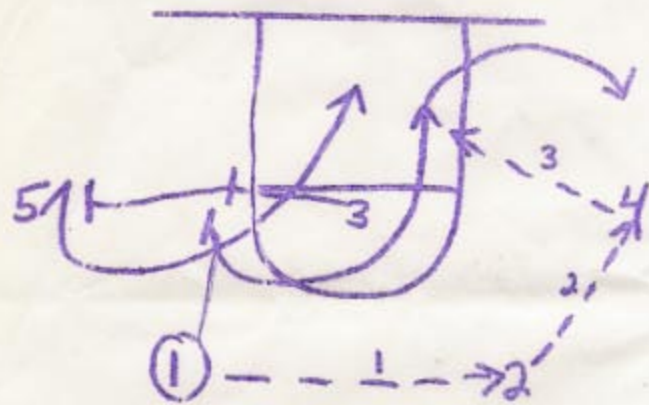
- 1 passes to 5 & goes inside
- 1 sets double screen low with 3 who rolls after 1
- 4 comes off double screen set by 1 & 3
- 5 hits 4 for jumper

1c) Issaquah 1



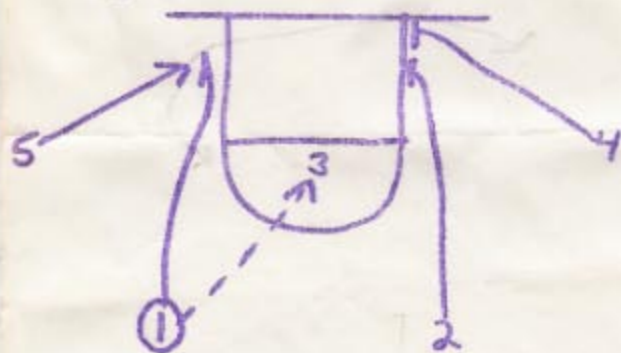
- 1 passes to 2.
- 2 passes immediately to 4
- 1 & 3 set a double screen high for 5
- 5 fakes low & breaks off double screen to basket
- 4 passes to 5 for jumper or drive

1c) Issaquah 2



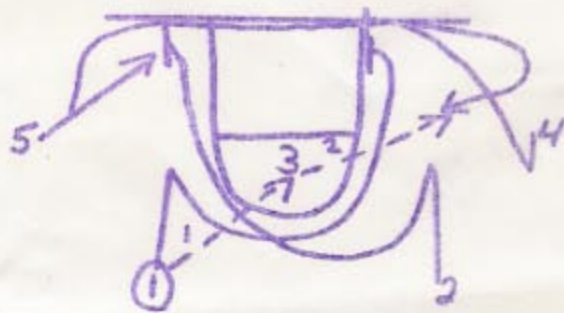
- 1 passes to 2
- 2 passes to 4
- 1 sets screen; 1 hesitates & then rolls to basket
- 4 passes to 1 for lay-in
- 3 screens 5 if 1 doesn't get pass from 4; 5 cuts to hoop
- 1 goes out opposite side & 2 moves over

1c) Anacortes 1



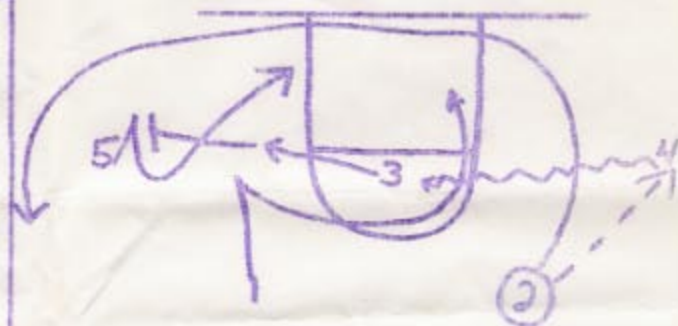
- 1 passes to 3
- 5 goes backdoor
- 3 turns with 5, 1 delays & goes to basket on same side as 5; 1 tries to screen for 5 if backdoor doesn't work
- if nothing happens on 5's side 2 & 4 set double screen low
- 5 can use 1 screen or 2 & 4's double
- also 1 can come off double screen

1c) Anacortes 2



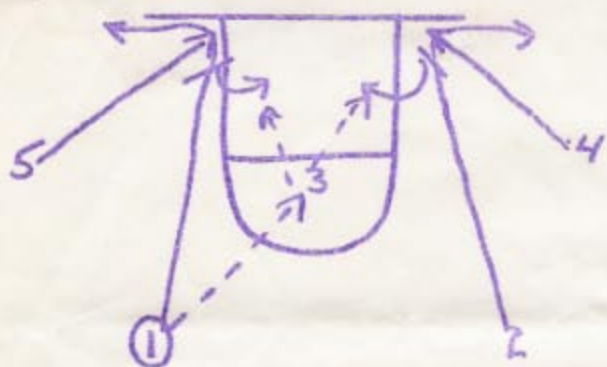
- 1 passes to 3 & splits with 2
- 1 sets double screen low with 4; 2 after splitting sets screen low for 5
- 5 can use 2's screen or 1 & 4's double screen
- 3 faces basket after cutters go by (ready position)

1c) Anacortes 3 (if guard to center pass fails)



- 2 passes to 4; cuts to basket & back out; 3 clears out
- 4 can go 1 on 1 or hit 2 for lay in; or dribble across key & hand off to 1 who fakes toward hoop & cuts sharply off 4
- if 4 can't get ball to 1, 3 screens for 5 who breaks high for ball or low to basket

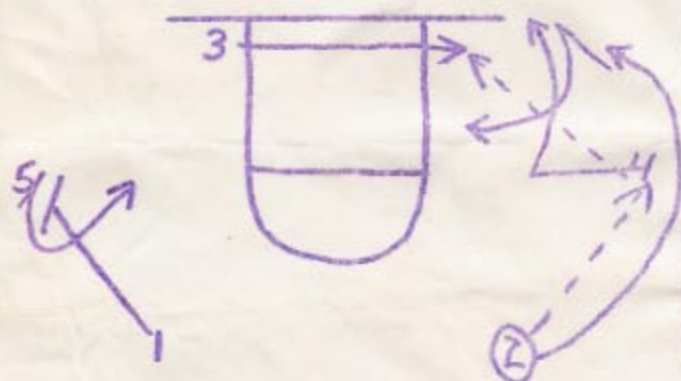
1d) Guards low



- 1 passes to 3
- 5 & 4 break low immediately
- 1 & 2 streak low & set screen for 5 & 4
- 1 & 5 & 2 & 4 screen & roll
- 5 & 4 to hoop & 1 & 2 out or vice versa; based on what defuser does

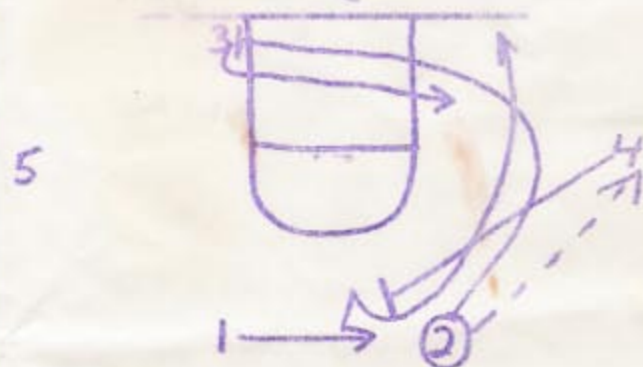
LOW POST

2a) Guard OUTSIDE



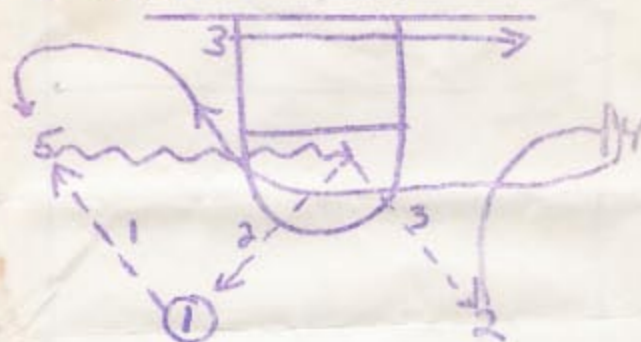
- 1 & 5 can screen & roll also
- 2 passes to 4 & goes outside
- 2 & 4 have numerous 2 on 2 moves
 - screen & roll
 - give & go; 4 can pivot as 2 goes by & keep ball or give it to 2
- 3 can break to ball if 2 & 4 can go 2 on 2
- 4 or 2 hits 3 for splits; 1 is third cutter

2c) Auburn



- 2 passes to 4 & goes inside & sets screen for 3
- 3 breaks to ball
- if 3 doesn't shoot or doesn't get the ball, run medium post splits 4 & 1
- or if 4 hits 3 & he can't shoot or drive 1 has moved over & 4 screens for 1 & 1 breaks off 3 for jumper

2c) Auburn



- 1 passes to 5; 5 dribbles into high post & stops
- 2 casually goes down & screens for 4
- 5 steps out & hands ball to 4 for a shot or drive
- 3 goes away from side of 1st pass.
- 4 continues through to 3's position
- 5 can pass out to 1 or 2
- 5 then takes 4's position