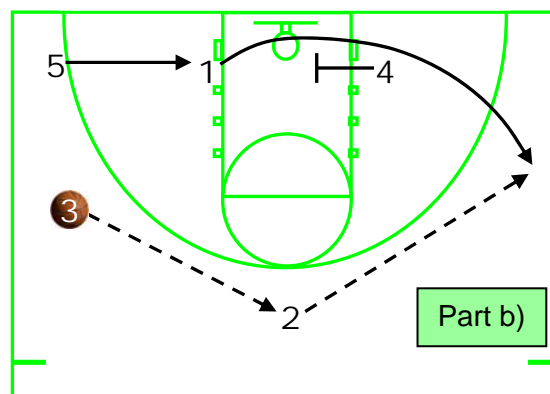
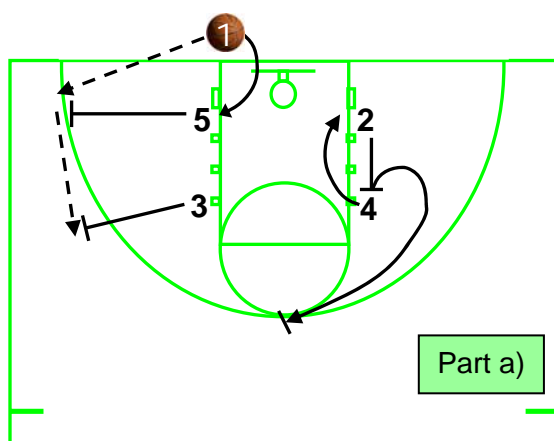


Quick Hitter - "Box #3"

Box #3 sets up the same as Box #2, but adds a little "twist" to get your shooter open for a shot.

Box #3 should be run after Box #2 has been run a few times (Box #2 sets up Box #3).

Let's take a look at how to run this play!



Part a): On the signal from 1 ("break"), both the 5 and the 3 pop out to the wing areas (similar to the first part of Box #2), and 2 sets an "up" screen for the 4.

2 goes high after the screen, and 4 flashes low to the block area (hands out and ready for a pass if necessary). The 1 passes to the 5 and steps in to the block area. The 5 immediately passes to the 3. Part "a" is run exactly like the first part of Box #2 (see April-June 2006 Newsletter).

2 goes high after the screen, and 4 flashes low to the block area (hands out and ready for a pass if necessary). The 1 passes to the 5 and steps in to the block area. The 5 immediately passes to the 3. Part "a" is run exactly like the first part of Box #2 (see April-June 2006 Newsletter).

All passes must be strong and accurate...

Part b): After the 5 passes to the 3, the 5 will fake like they are screening for the 1, but the 1 curls out and runs baseline towards the 4. The 4 sets a screen for the 1 who will then pop out to the high wing area for the pass. At the same time the 3 passes to the 2 who in turn passes to the "wide open" 1 (who takes the shot). 1 Should always be your "best" shooter.

Note: The "swing" passes from 5 to 3, 3 to 2, and from the 2 to the 1 should be done quickly (strong, sharp passes) and without hesitation.