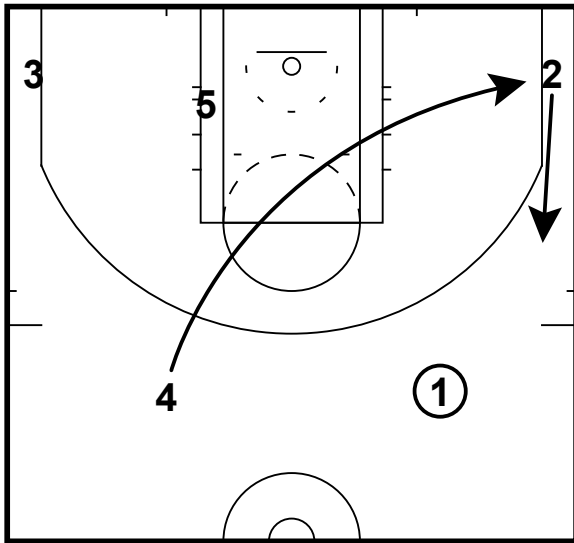
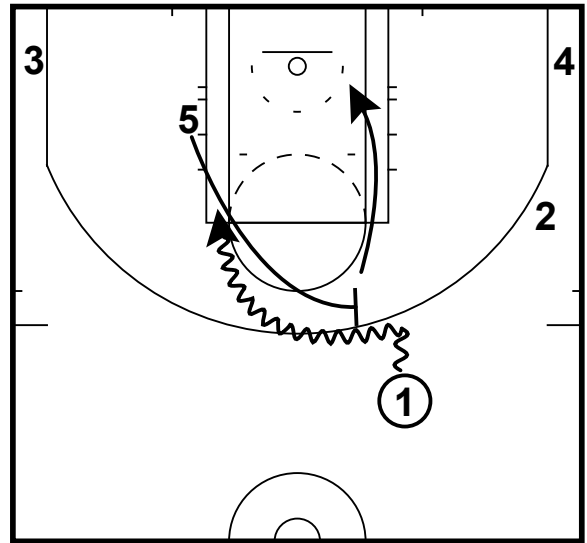


Side - 4 Go Thru



4 cuts across to 2's spot creating space for 1 to attack off of 5's screen.

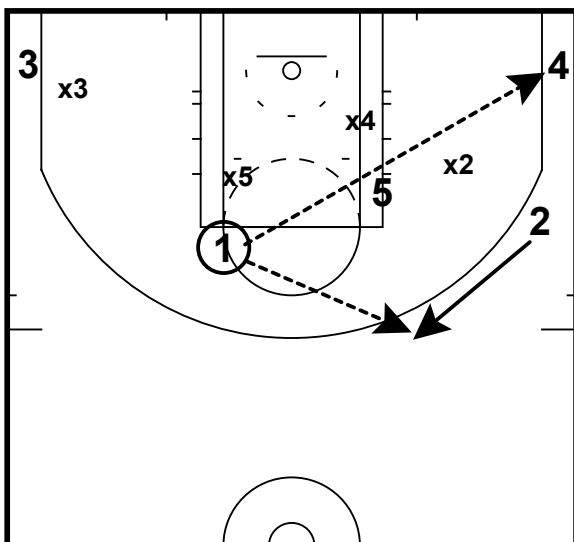
Side - 4 Go Thru



1 needs to get their defender level with the ball-screen and attack the rim.

3 holds the corner so if their defender helps off on 1's drive they are open for a catch and shoot 3.

Side - 4 Go Thru



If 5 is not open on the roll to the rim as 1 attacks, they need to identify which defender came down to "tag" the rolling 5.

2 will lift up on 1's drive to force a 2v1 advantage on the backside of the Pick and Roll if 2 or 4's defender had to slide down to stop the 5.