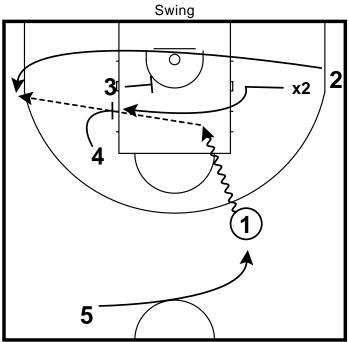
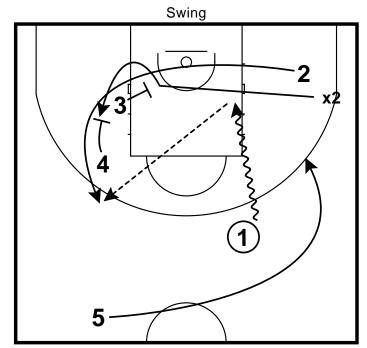


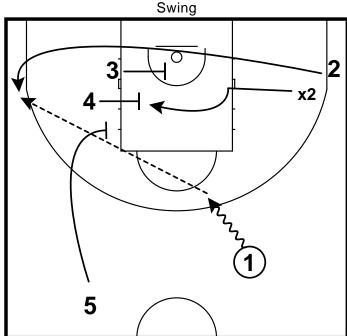
The first option is for 1 to attack the rim. 3 & 4 set double staggered screen while 2 cuts along baseline. 5 slides behind 1 or flares to right side.



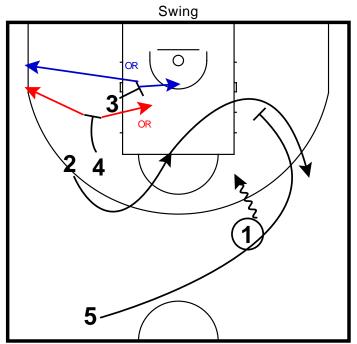
The "Fade" option is used when $x\,2$ tries to go over the top of the screen. 1 uses a "jump pass" for better vision.



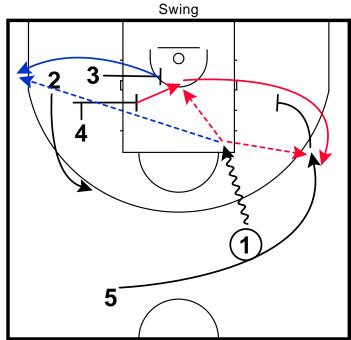
If $x \ 2$ chases 2 behind to screens 4 changes his screening angle and 2 uses the "Curl" option.



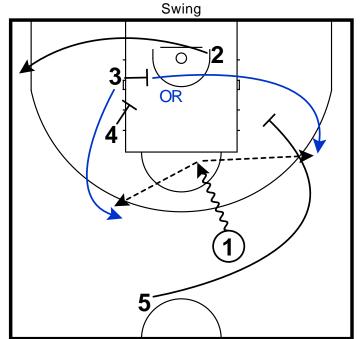
"Five Away" When this action is called for, 5 moves left to set a third screen for 2.



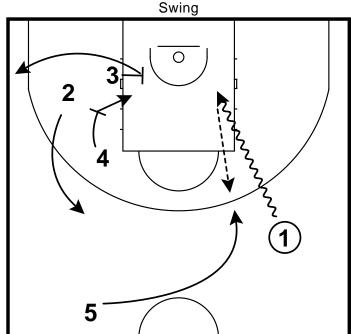
2 may spot up on the arc or continue to the rim using the "Dive Cut" option. When diving, 2 should then move to the right side for floor balance, using 5's screen.



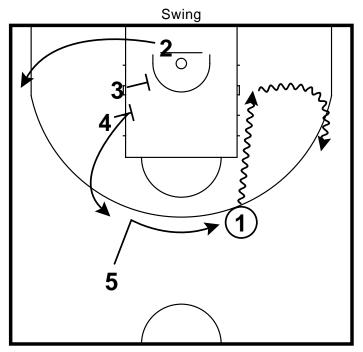
3 & 4 play off of 2's cut. Here 3 fades as 2 curls for a "2nd option". 4 screens for 2 & then to screen for 3. 4 then dives to the rim, or could use 5's screen & cut out to right side.



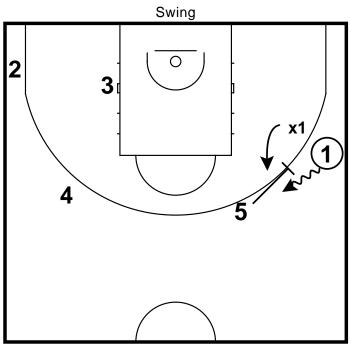
Here 3 plays off 2 's "fade" action by either using 4's screen to curl-cut left, or mover across the lane for a screen from 5.



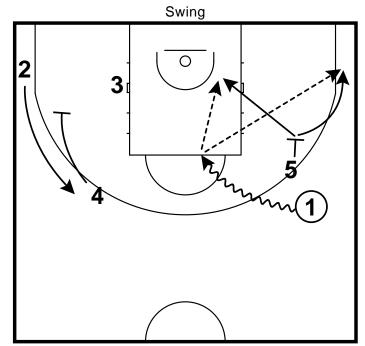
If using two screeners, 1 should look for the "Trail" option when all five defenders are below the ball. 5 should help 1's recognition by announcing "Trail!"



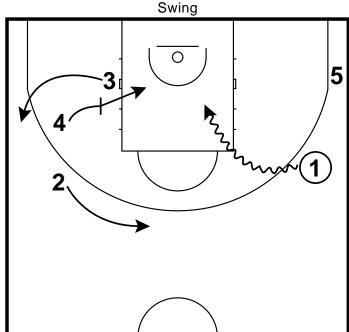
When 1 is pushed wide making the crosscourt fade pass more difficult, 1 may choose to run the Two-man game with the trailer, 5..



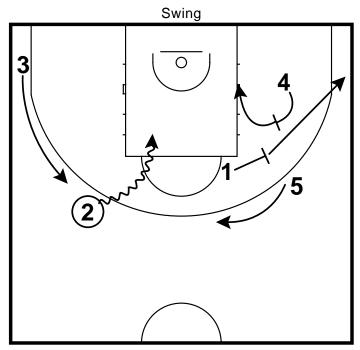
Now 5 sets a ball screen for 1 on the arc. 1 may shoot the three if x 1 slides below the screen.



After screening, 5 will roll to the basket or pop to fade spot for a three. Meanwhile, screening action continues on the opposite side of the floor.



1 turns the corner to score, while also looking for fade, curl or slip cuts.



If 2 receives the ball at the curl spot, 4 clears out. 3 stays on ballside as 2 attacks the basket, 3 will slide behind 2 to the cut spot. Meanwhile 1, 4, and 5 screen and fill the weakside fade and curl spots.