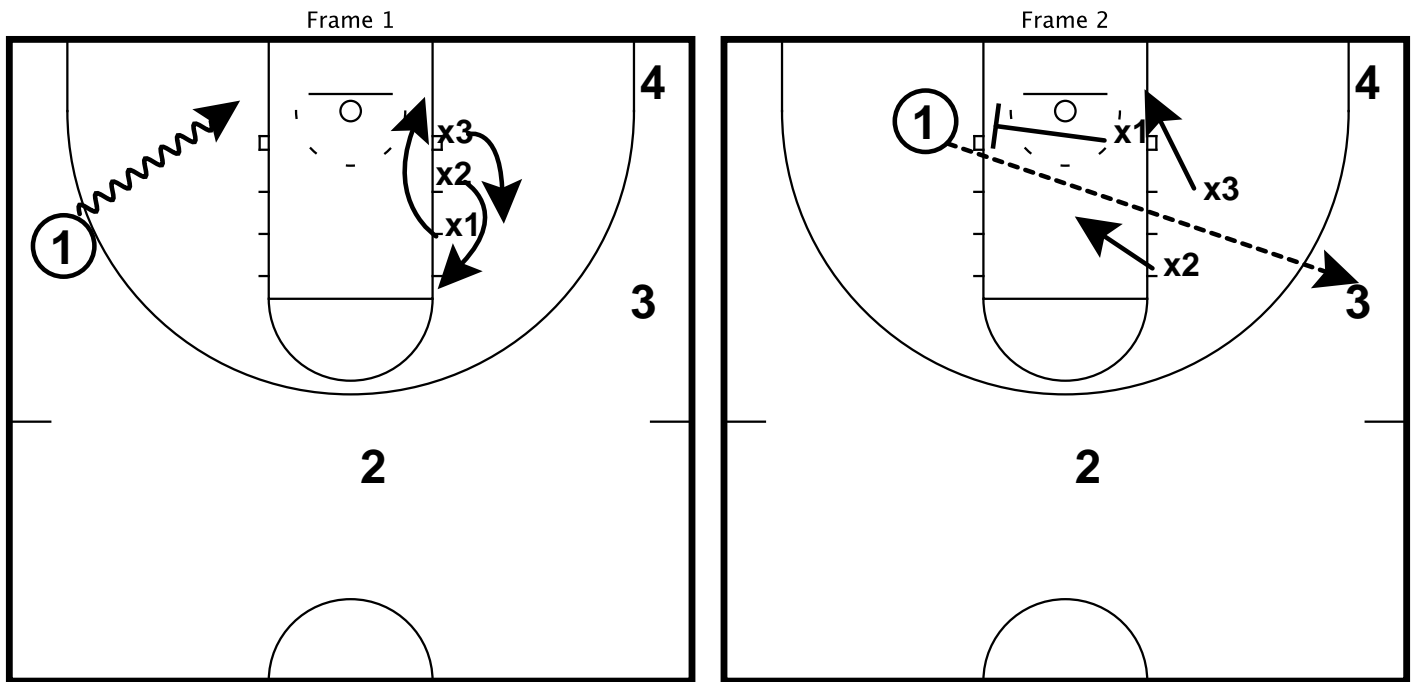


Bethel

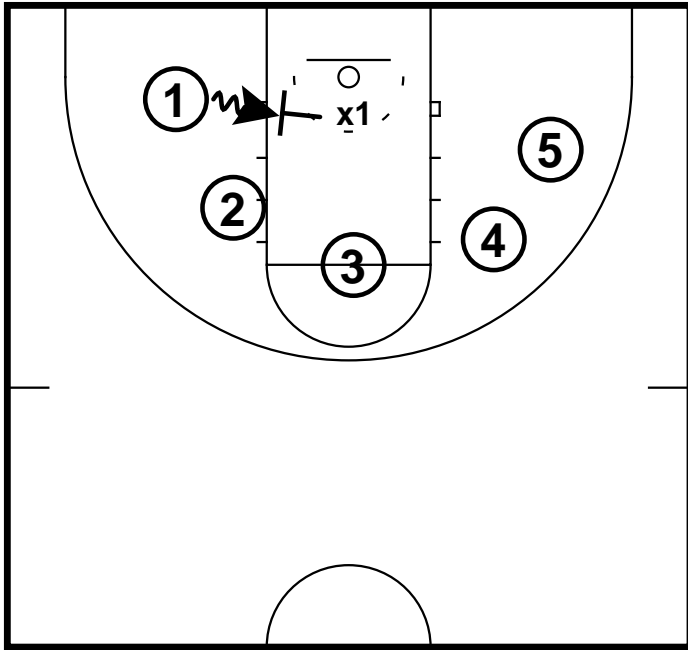
Circle up rotation



Bethel

Take charge

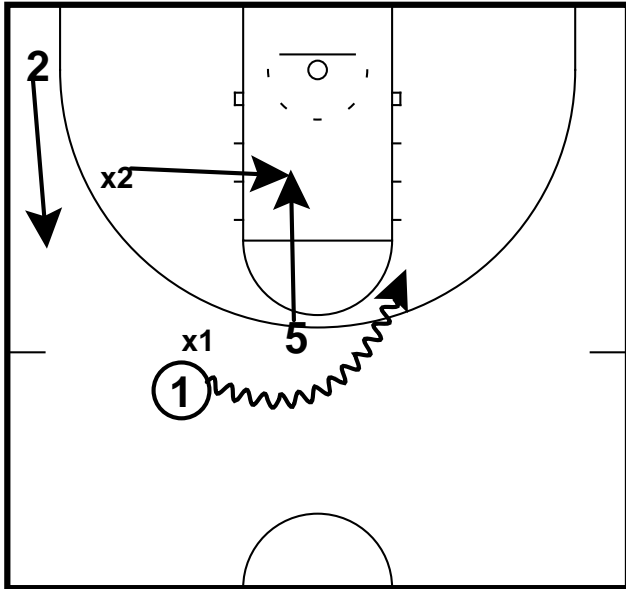
Frame 1



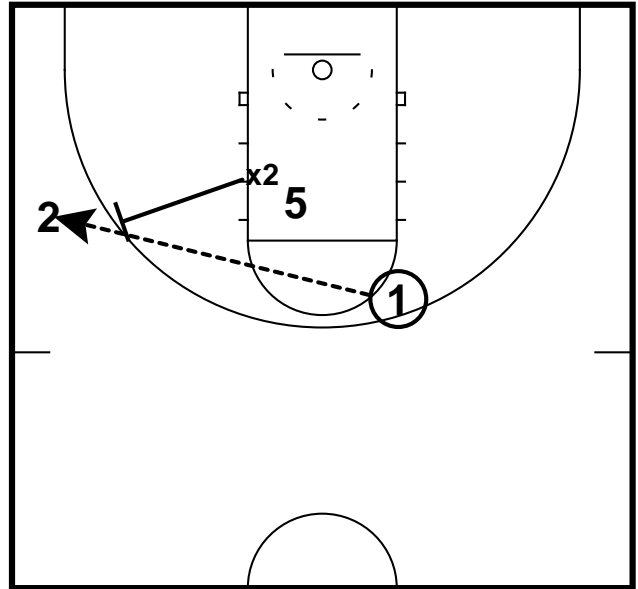
Bethel

PNR 1-1

Frame 1

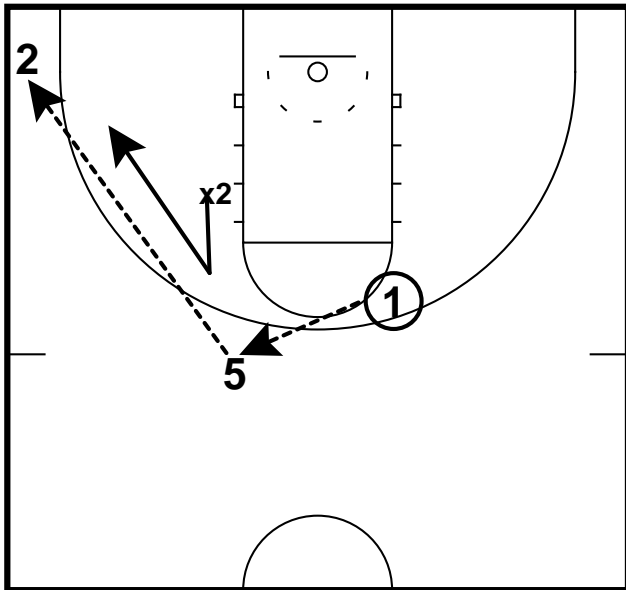


Frame 2

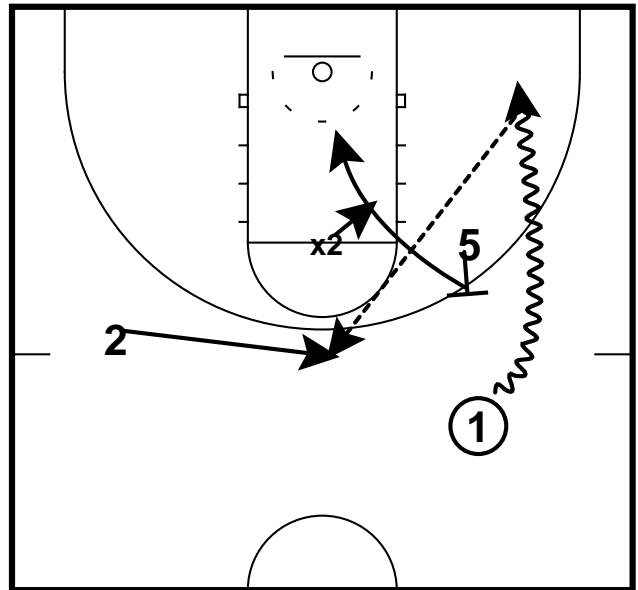


Middle PNR 1-1
Play to 2 dribbles
X1 dummy defense

Frame 3



Frame 4



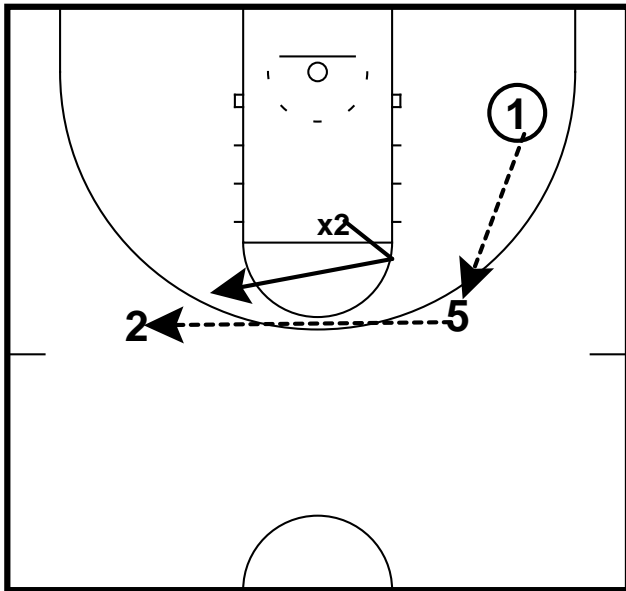
Middle PNR pop stunt 1-1

Step up 1-1 with a stunt

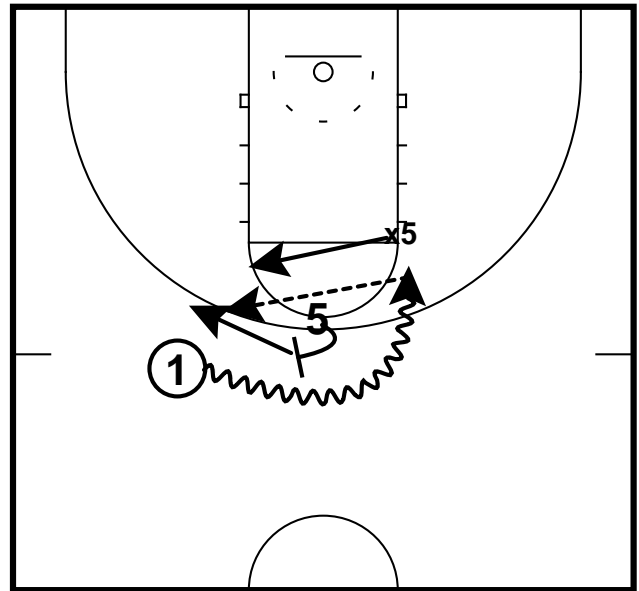
Bethel

PNR 1-1

Frame 5

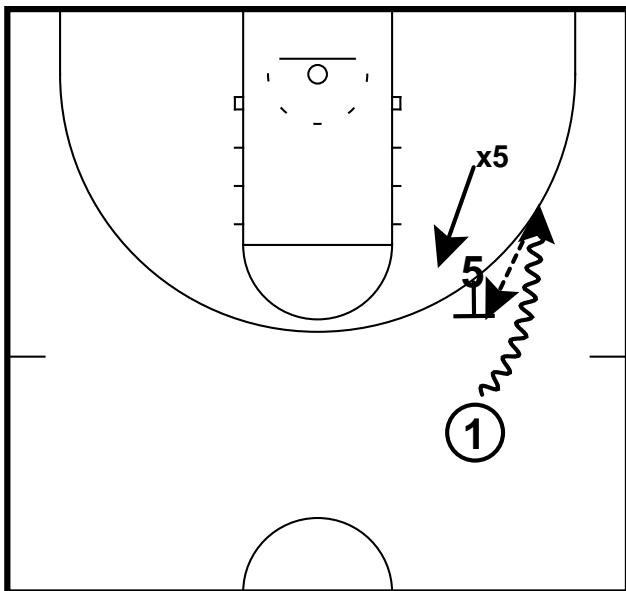


Frame 6



Step up pop/ stunt 1-1
Stunt if ball is in the air

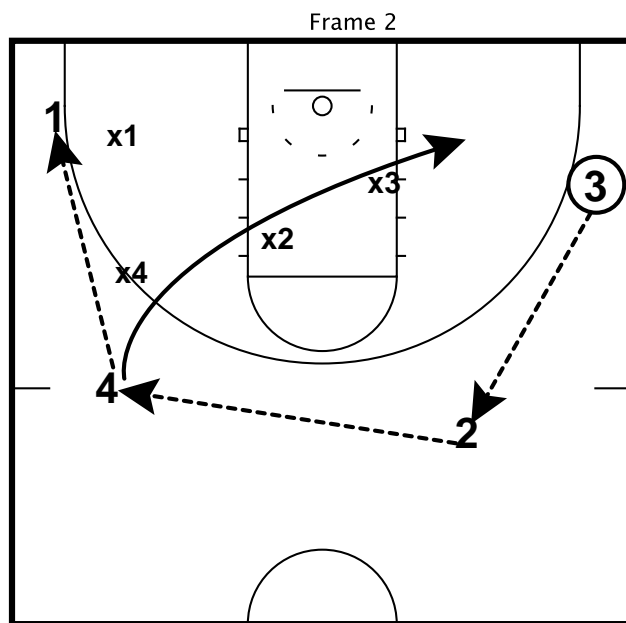
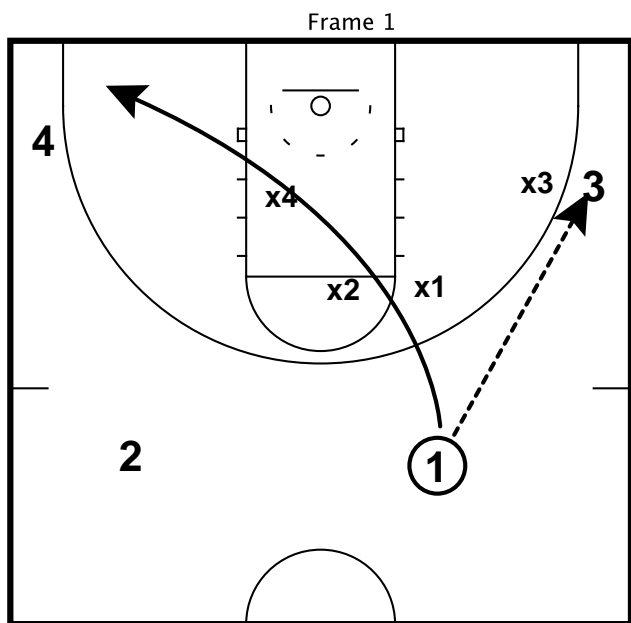
Frame 7



Step up 1-1

Bethel

4-4 Cutters (Touch)

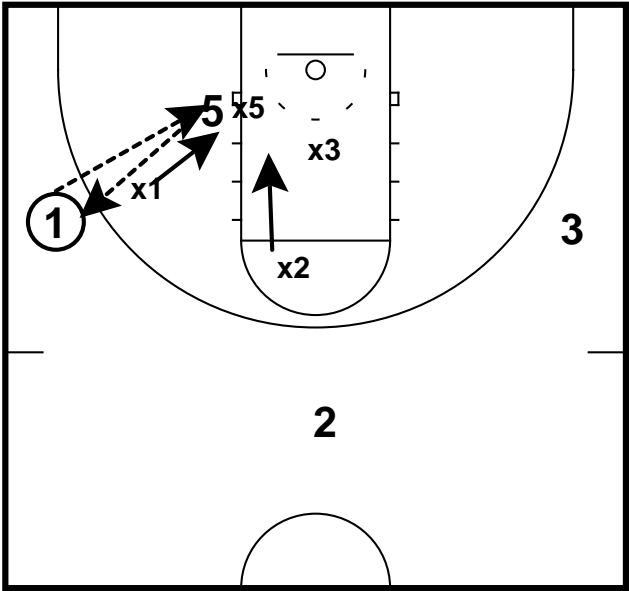


Cutters
x2 and x4 touch

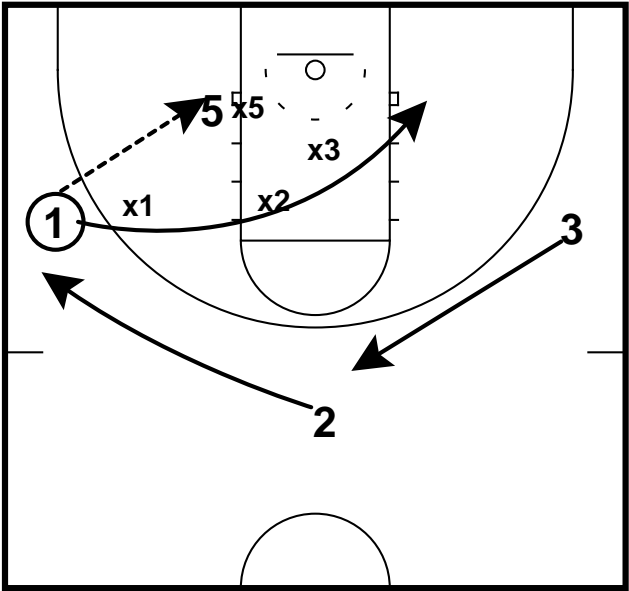
Bethel

4-4 Post Dig

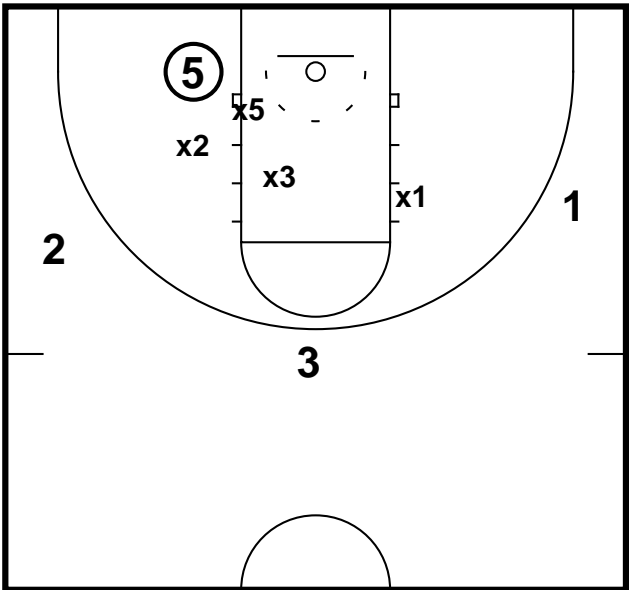
Frame 1



Frame 2



Frame 3

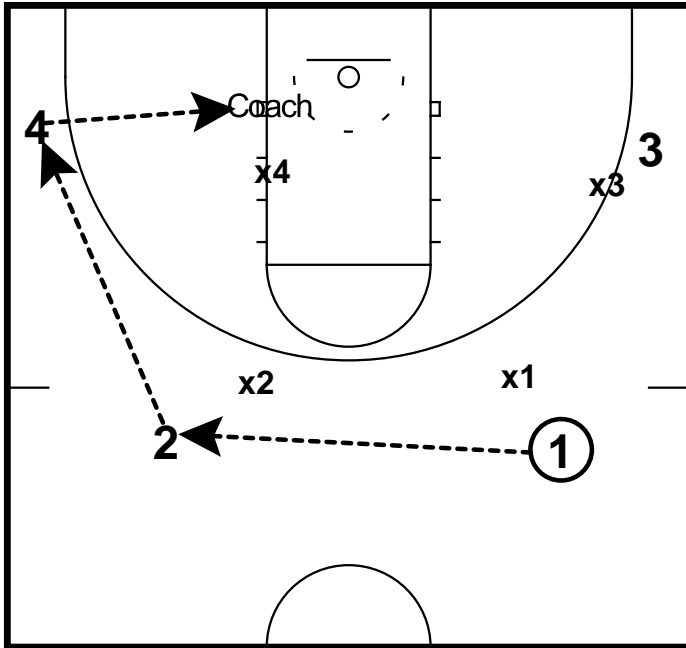


x1 stunt if he has to

Bethel

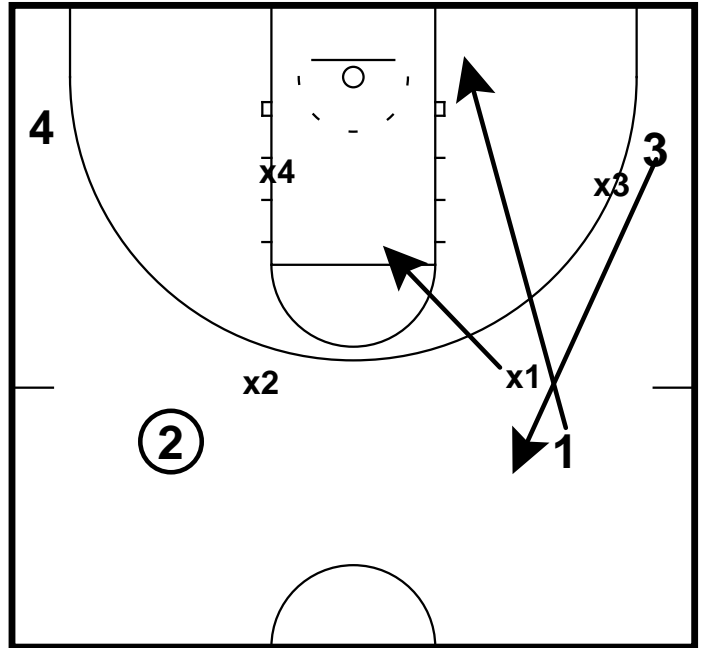
4-4 Shell Naked Post

Frame 1



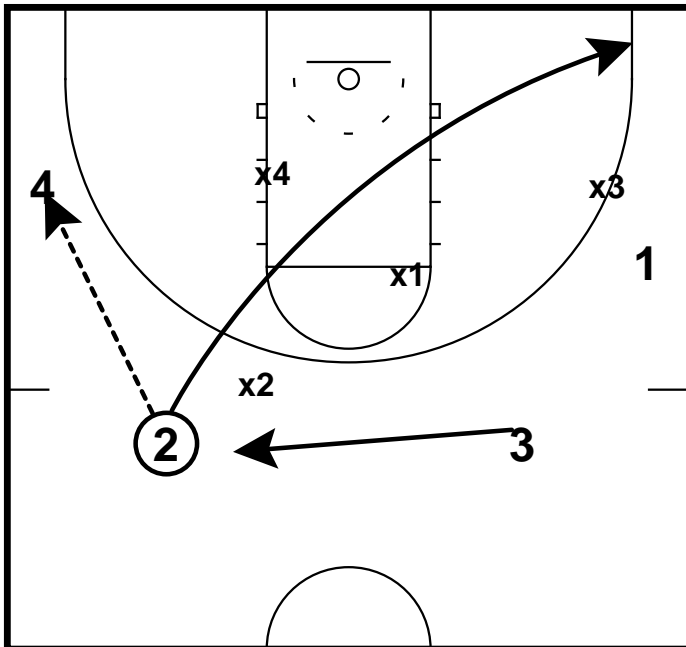
Feed post, perimeter digs to closeout

Frame 2



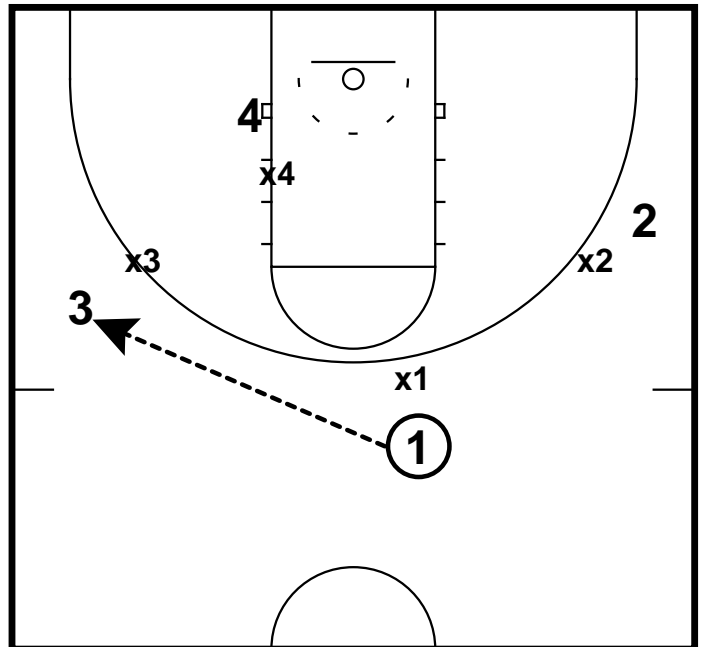
Exchange

Frame 3



3 around 1

Frame 4

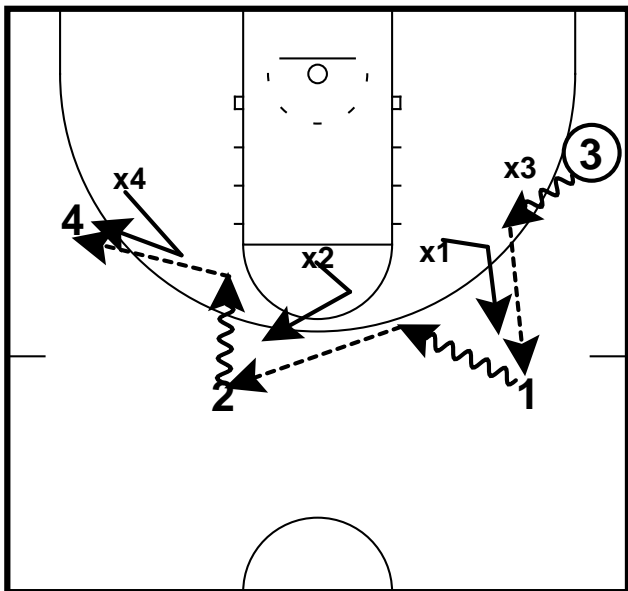


Ball above FT 3/4
Below lowside

Bethel

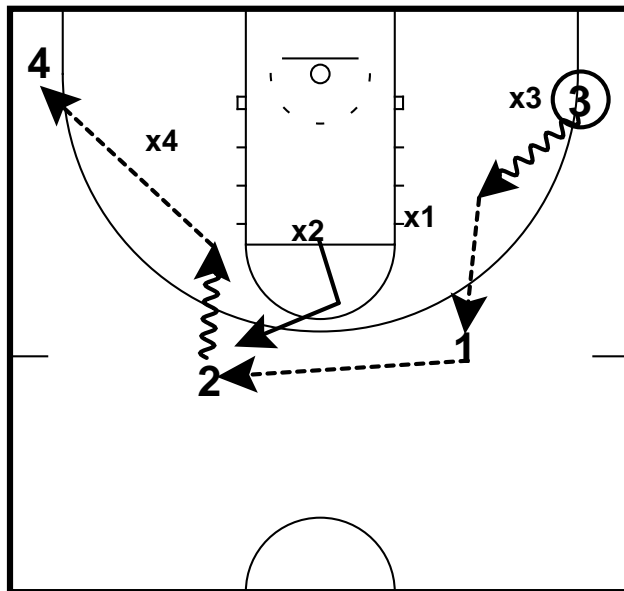
4-4 Stunting

Frame 1



4-4 stunt
Hold for a count

Frame 2

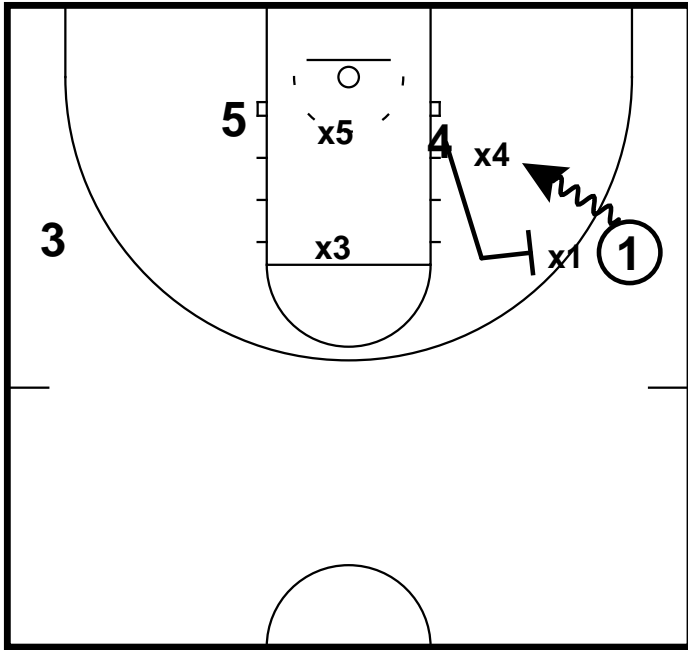


4-4 stunt quick swing

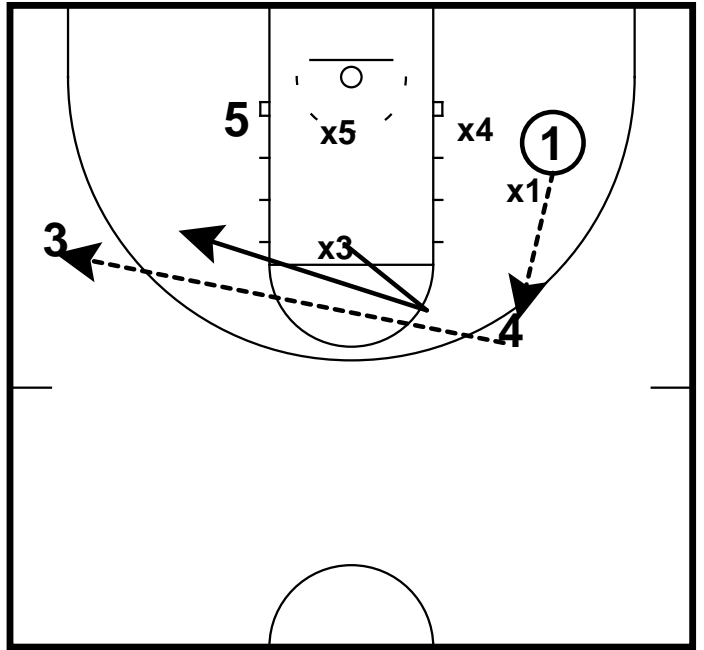
Bethel

4-4 Ice

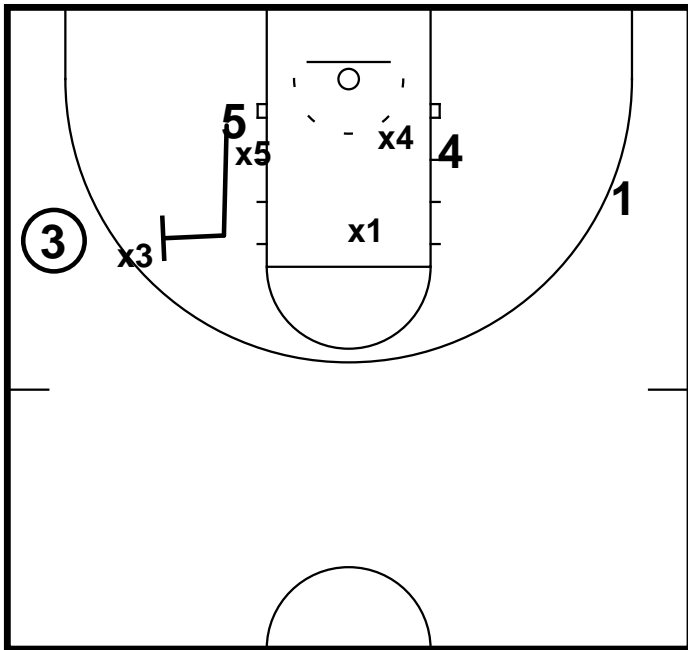
Frame 1



Frame 2



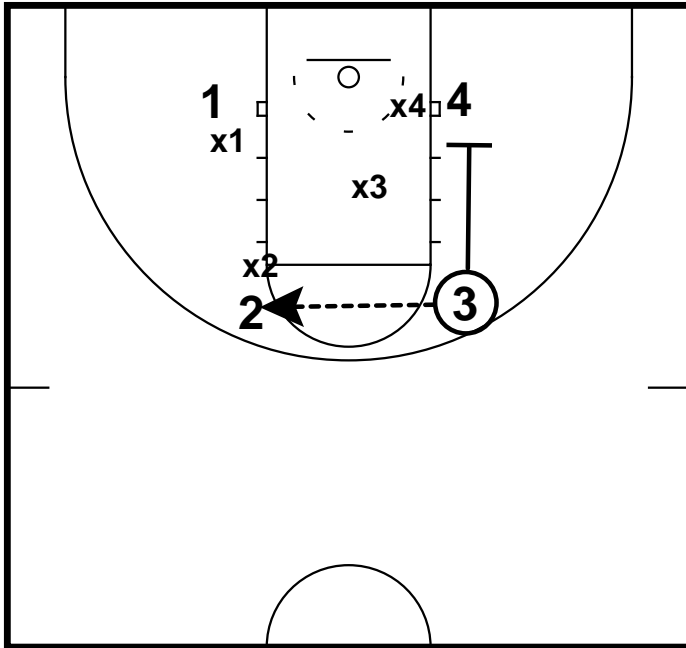
Frame 3



Bethel

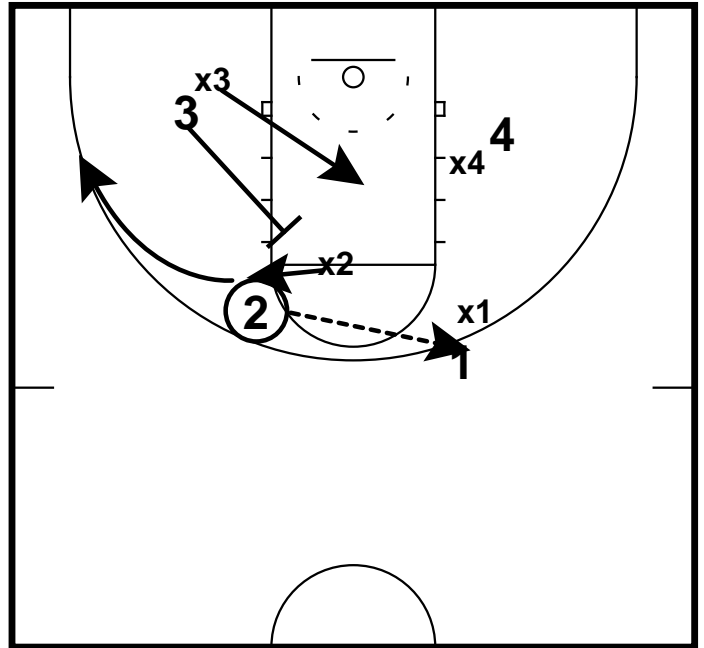
Box defending screens

Frame 1



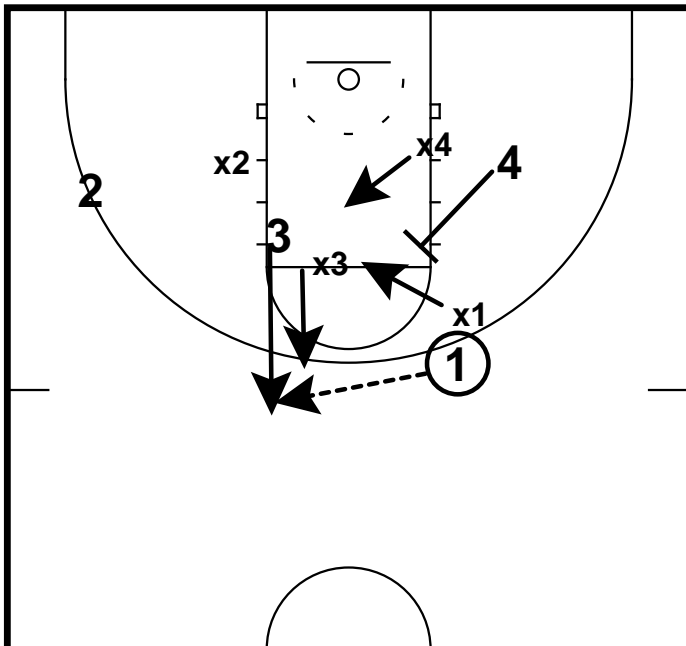
Down screen
 Straddle
 Lock and chase
 2 eyes
 reestablish position

Frame 2



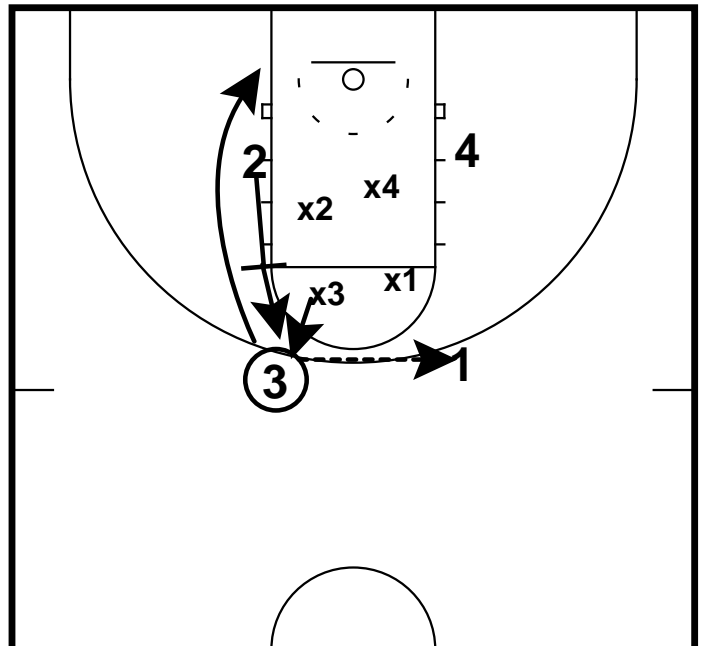
Flare screens
 Jump to ball
 Lock and chase
 2 eyes to ball

Frame 3



Vision on the ball
 Dont get mind locked on help side
 Jump to the ball
 Segment of passing to the cutter off flare too

Frame 4

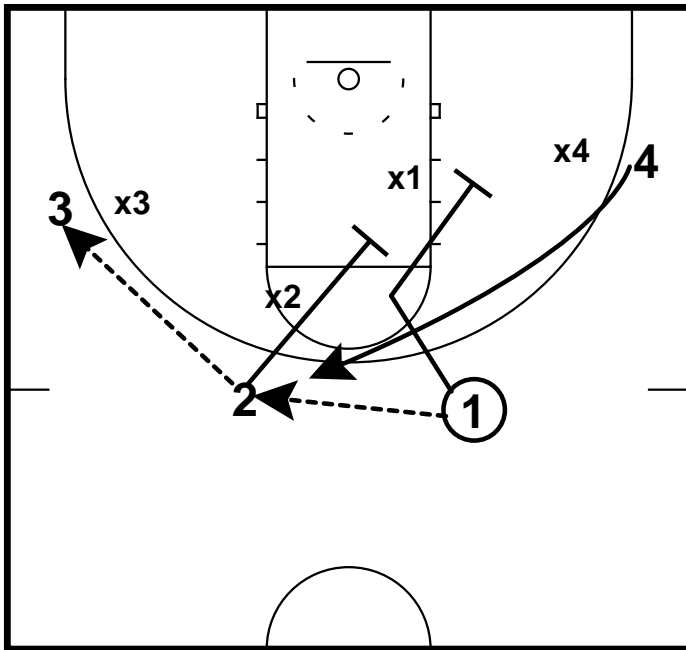


Back-screen
 Jump to ball
 Muscle the screen

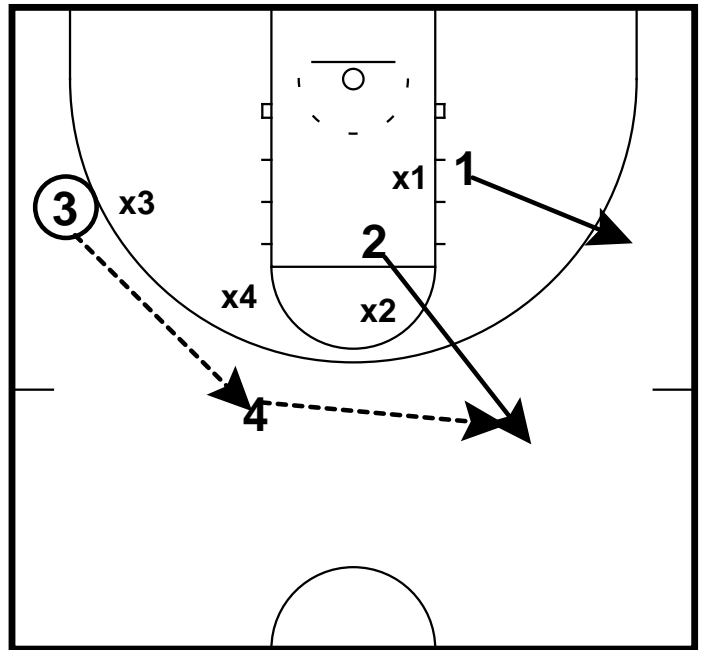
Bethel

Box defending screens

Frame 5



Frame 6

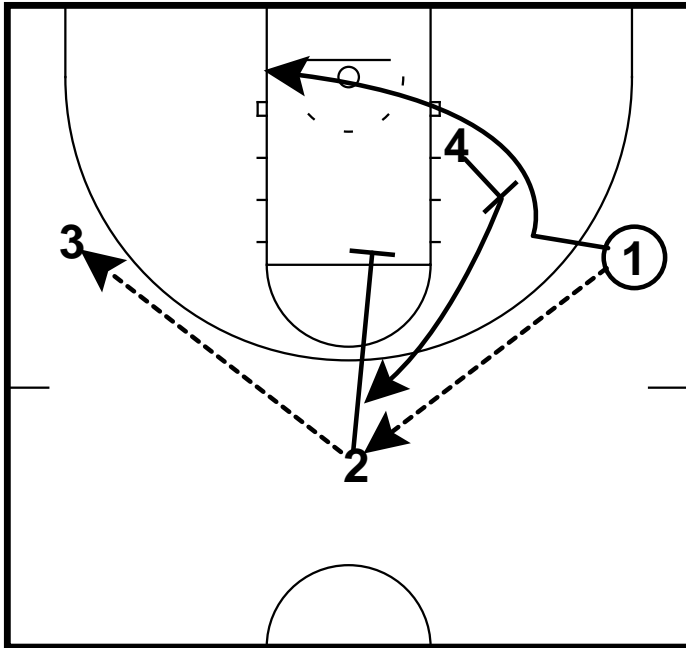


Staggers

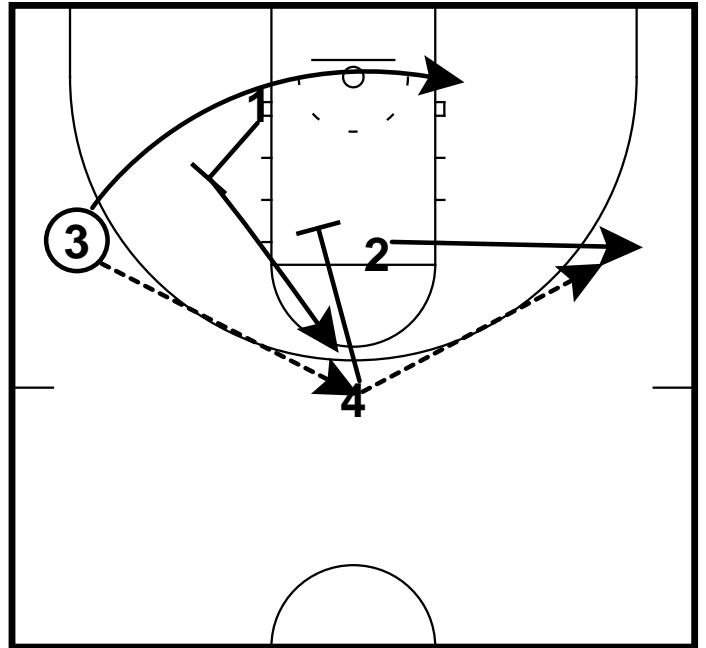
Bethel

4-4 Diamond

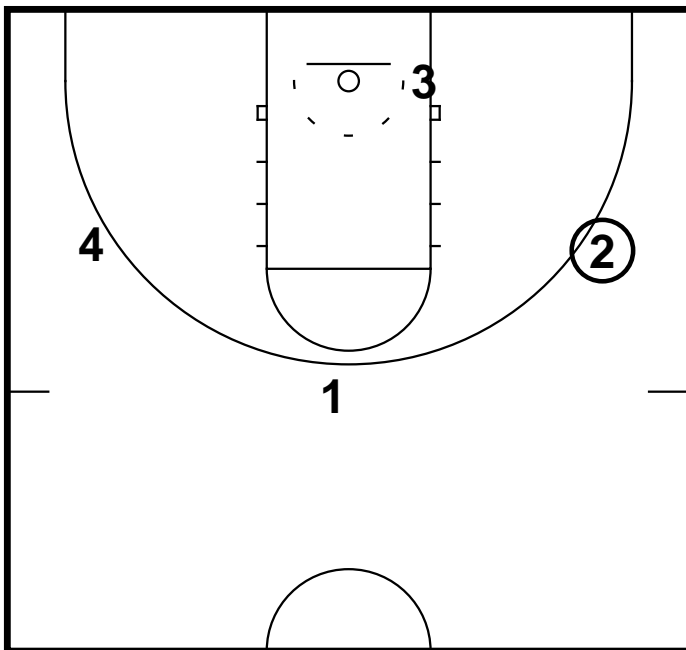
Frame 1



Frame 2

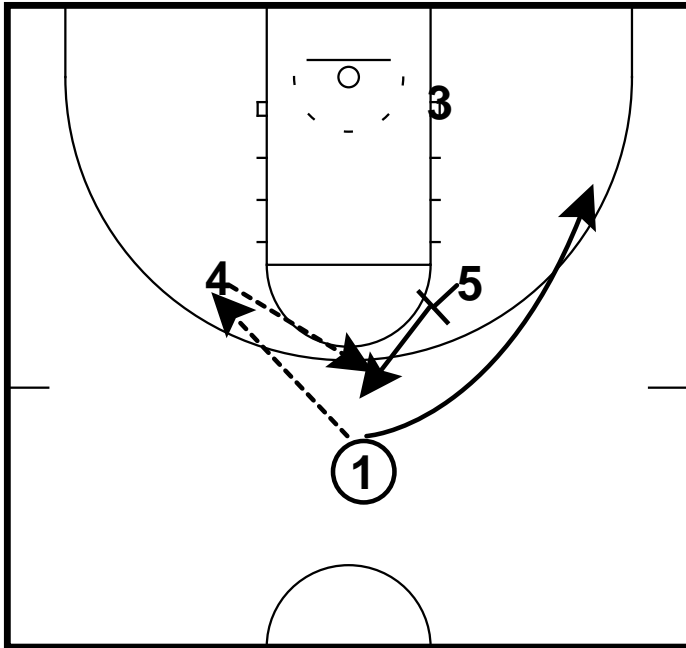


Frame 3

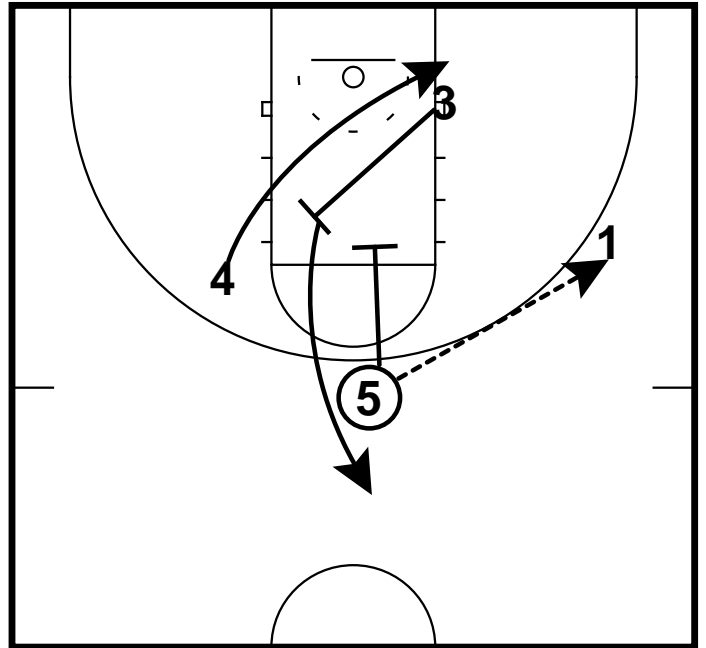


Bethel Box Diagonal

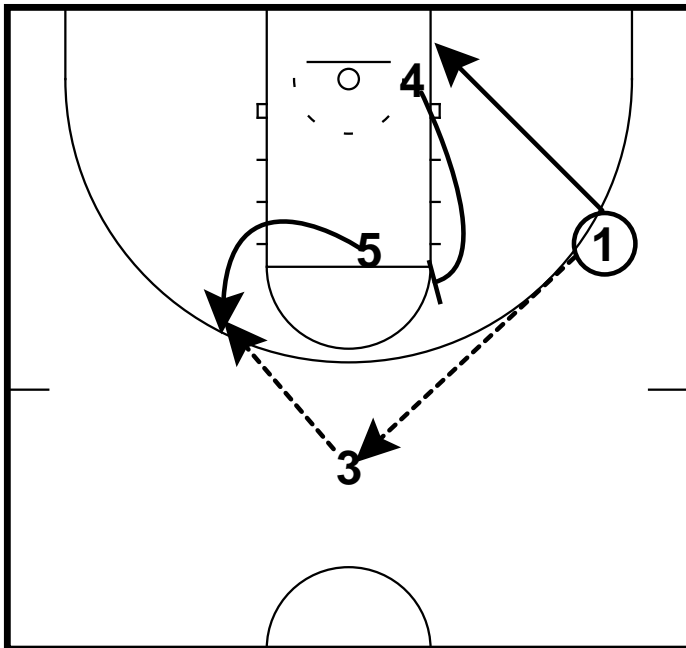
Frame 1



Frame 2



Frame 3



Frame 4

