

DESCRIPTION

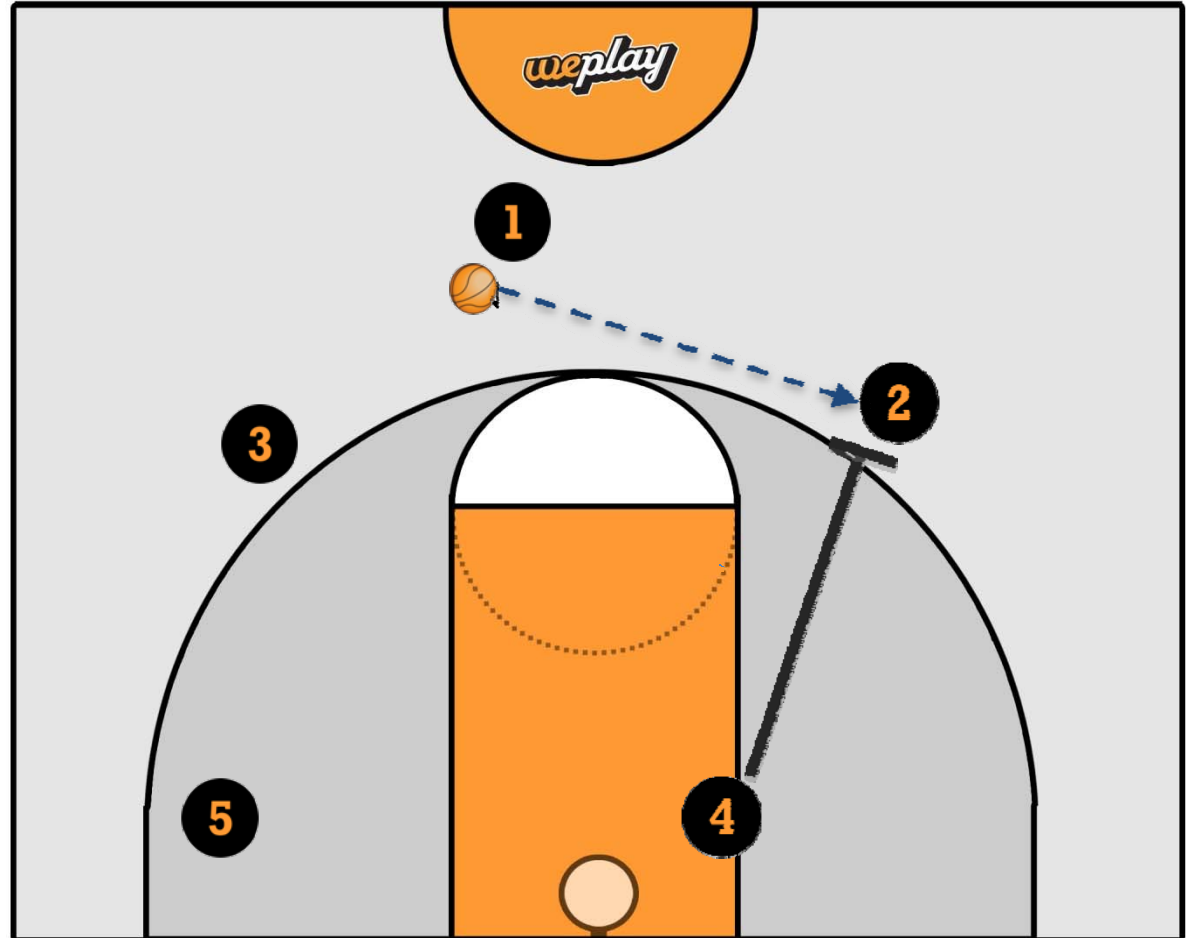
This play is designed to make the defense over- commit on the initial screen in order to pass off for an open mid-range jumper from a second screen

1. The (1) passes to the (2) who waits a screen from the (4).
2. Once the screen is set, the (4) will roll back toward the block and the (2) will then feed the post. Meanwhile, the (3) sets a screen for the (1) who curls to the middle of the key.
3. The (4) would then pass to the (1) for the open mid-range jump shot.

CATEGORY Offense

PLAY NAME

Offensive Post Play: "Trojan"



DESCRIPTION

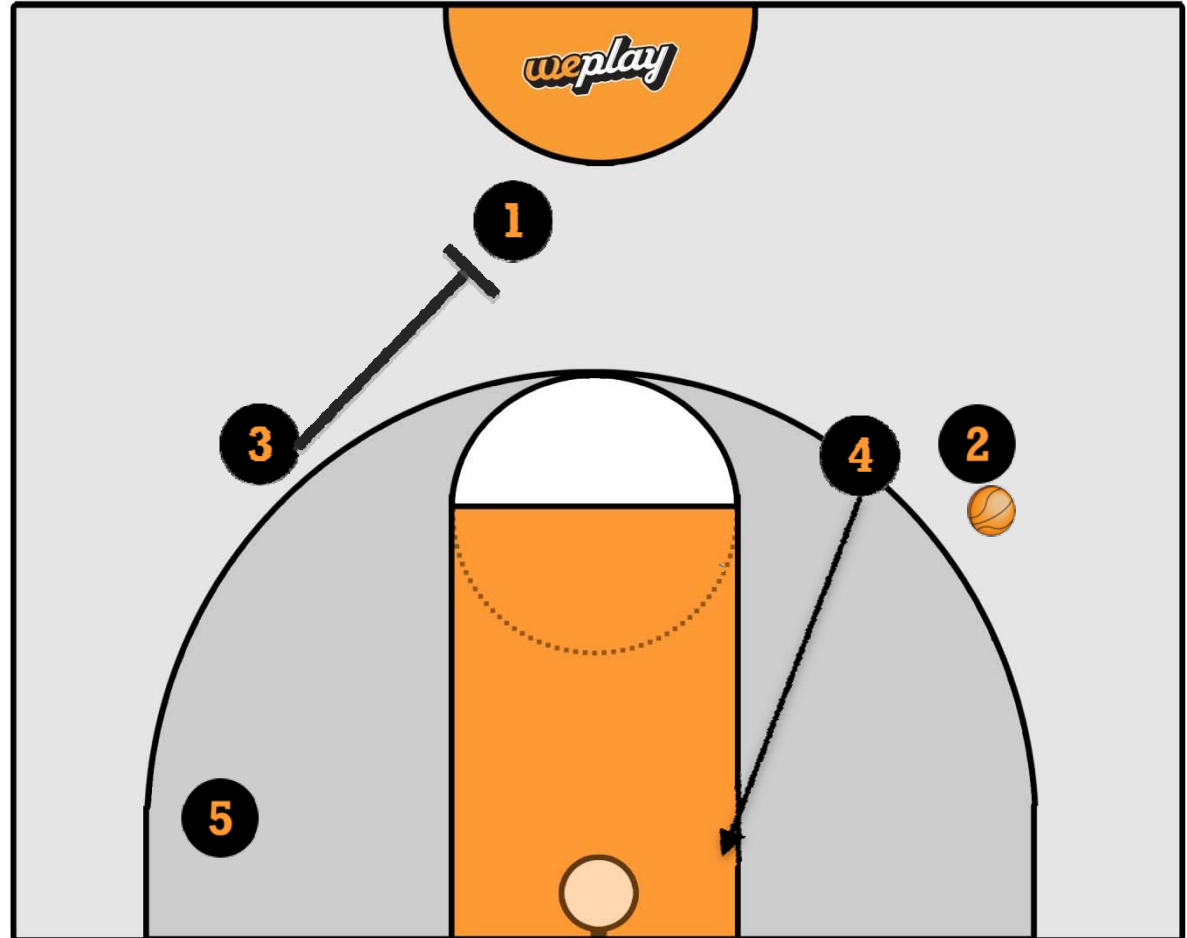
This play is designed to make the defense over- commit on the initial screen in order to pass off for an open mid-range jumper from a second screen

1. The (1) passes to the (2) who waits a screen from the (4).
2. **Once the screen is set, the (4) will roll back toward the block and the (2) will then feed the post.** Meanwhile, the (3) sets a screen for the (1) who curls to the middle of the key.
3. The (4) would then pass to the (1) for the open mid-range jump shot.

CATEGORY Offense

PLAY NAME

Offensive Post Play: "Trojan"



DESCRIPTION

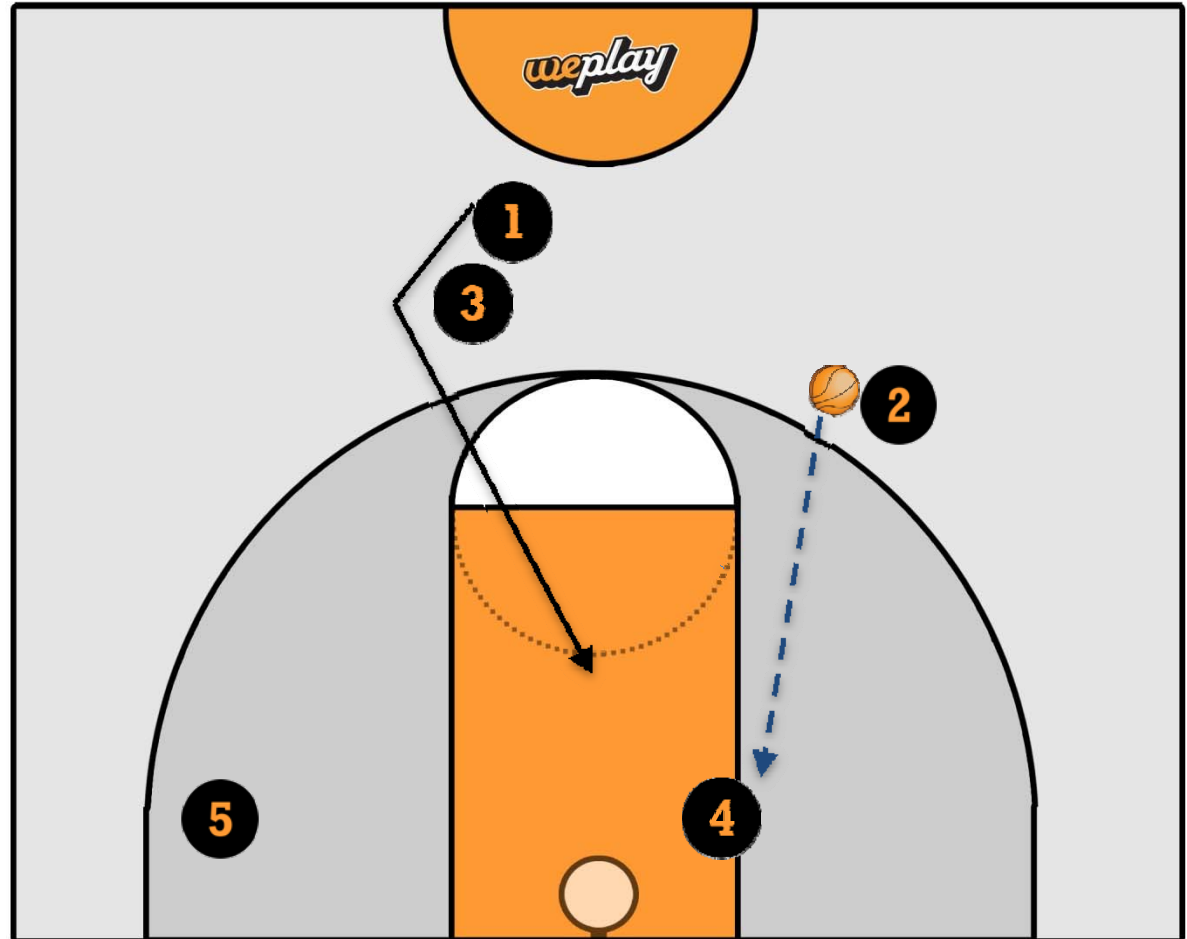
This play is designed to make the defense over- commit on the initial screen in order to pass off for an open mid-range jumper from a second screen

1. The (1) passes to the (2) who waits a screen from the (4).
2. **Once the screen is set, the (4) will roll back toward the block and the (2) will then feed the post.** Meanwhile, the (3) sets a screen for the (1) who curls to the middle of the key.
3. The (4) would then pass to the (1) for the open mid-range jump shot.

CATEGORY Offense

PLAY NAME

Offensive Post Play: "Trojan"



DESCRIPTION

This double high screen play is designed to make the defense over-commit on the initial screen just to pass off for an open mid-range jumper from the second screen placed.

1. The (1) passes to the (2) who awaits a screen from the (4).
2. Once the screen is set, the (4) will dive back towards to the block and receive the pass from the (1), meanwhile the (3) sets another screen for the (1) who curls to the middle of the key.
3. The (4) would then pass to the (1) for the open mid-range jumpshot.

CATEGORY Offense

PLAY NAME

Offensive Post Up Play: "Trojan"

