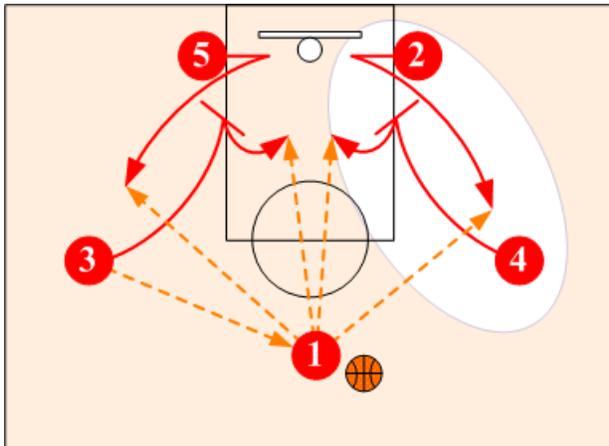


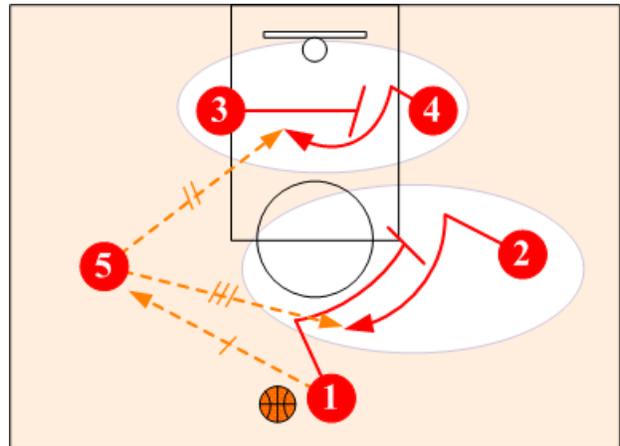
## Passing Game Continuity

The passing game or motion continuity is designed for a team of smaller, quicker players that are very athletic. The five player continuous movement opens up the middle for penetration and cuts. The passing game allows for a lot on individual offensive freedom. Since there is no precise structure, player movement is very unpredictable and difficult to defend. The passing game takes advantage of sagging type defense. Most of the shots will be face up, medium range created by setting down and base screens. There is very little posting up in the passing game. The middle is purposely kept open for drives and cuts to the basket. Any posting up that does occur is usually comes after a player sets a screen. Since shooters will most often receive the ball going away from the basket, offensive rebounding can be a problem. Offensive rebounding responsibilities and techniques must be stressed and practiced.

### Basic Down Screen Action



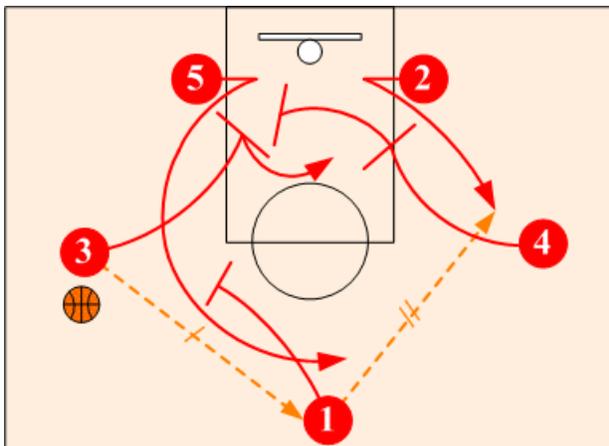
### Ball Reversal - Weakside Attack



**Wing Down Screens.** When the ball is passed out to the point, wings O3 and O4 set down screens for O2 and O5 on baseline. Ball handler O1 has option of feeding O2 or O5 coming off the down screens or O3 and O4 posting up if the defense should switch.

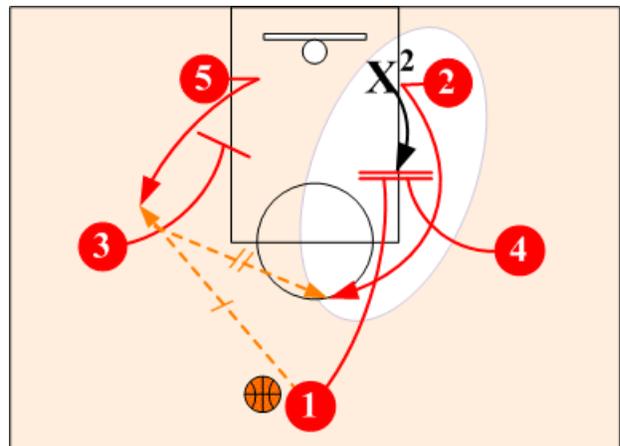
**Screen Away.** Anytime the ball is passed to a wing, it initiates screen away action. O1 and O3 screen away for O4 and O2. O5 looks to feed O4 low or shooter O2 at the top of the circle.

### Down Screen - Continuity



**Repeat Down Screens.** Any time the ball is passed out to the top of the circle, wings screen down. When the player at the point passes to wing, screen across action is initiated.

### Double Screen Option



**Double Screen.** A double screen can be created by point passing to wing and screening down for opposite post.

