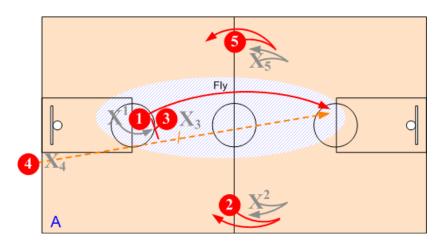


## Full Court Out of Bounds - "Fly"

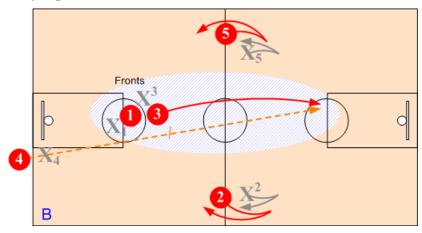
This full court out of bounds play is designed primarily for a quick open shot with less than 4 seconds remaining on the game clock. Although, this is a fairly simple play, it has been proven to be very successful over the years, even when there is only one second on the clock. The player who can throw the farthest with the greatest accuracy takes the ball out of bounds. O1 and O3 stack at the free throw line while O2 and O5 spread out wide near the midcourt line.

## **Basic Back Screen**



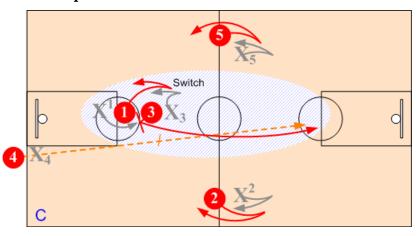
O3 sets a backs screen for O1. O4 makes a long inbounds pass leading receiver O1 to the free throw line. O2 and O5 create leads at half court in the event that the long pass cannot be made. If/when the inbounds pass is made to O2 or O5 an immediate timeout is taken. One of the reasons this stack action is so successful is that the point guard defender is not use to covering deep.

## **Fly Option**



Anytime O3's defender fronts or faces O3, O3 establishes eye contact with inbounder O4 and automatically releases to the basket. O4 leads O3 to the free throw line.

## **Switch Option**



When the defenders switch or "Show & Recover" against the back screen, O1 doubles back and screen O3 cuts to the basket. Inbounder passer O4 leads O3 to the free throw line.