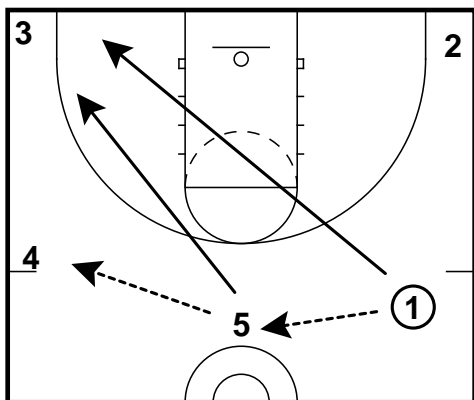
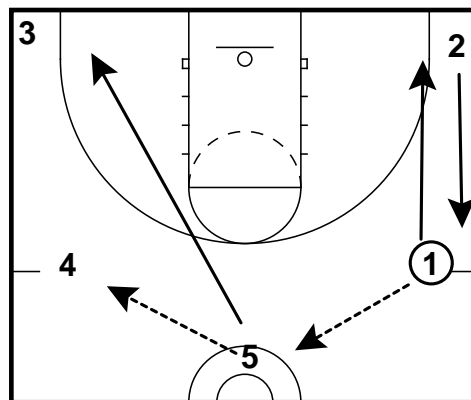


PMax Basketball Conceptual Offense Flow Actions

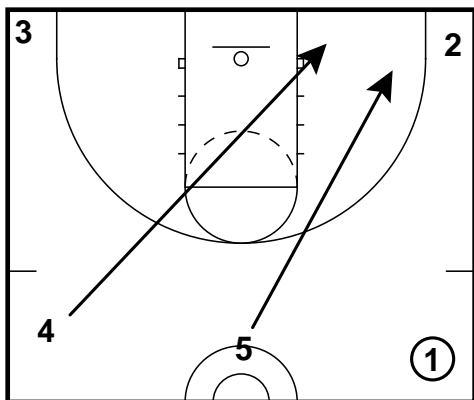
Space & Attack



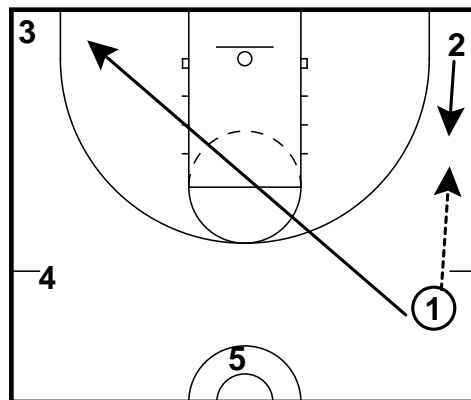
Quick Reversal w / two slice cuts to open up a triple gap for Player 4.



Quick Reversal w / an exchange cut followed by a slice cut.



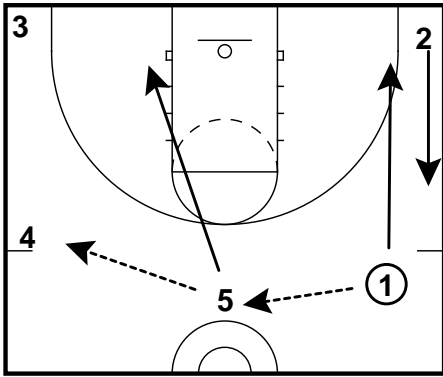
As the ball is crossing half-court, the trail and wing cut through to open up an early triple gap for Player 1.



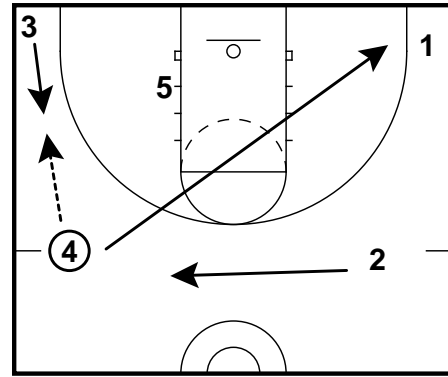
Wing Entry into a through cut.

PMax Basketball Conceptual Offense Flow Actions

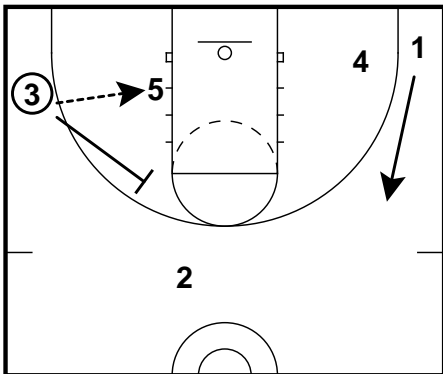
Post Cut



Quick Reversal w / an exchange cut and then a post cut.



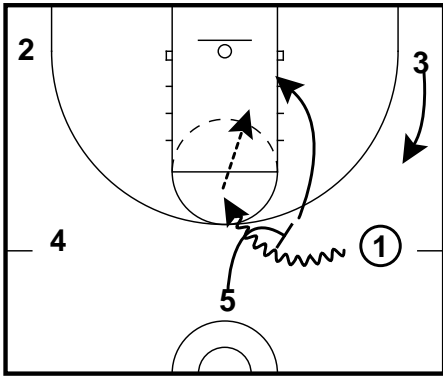
Player 4 recognizes the post-up and we reverse one more time to the corner. On the pass to the corner, Player 4 cuts through.



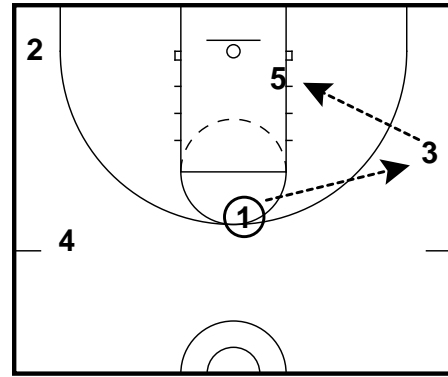
On the post entry, we split the post with Player 3 and Player 2 who filled after Player 4's through cut.

PMax Basketball Conceptual Offense Flow Actions

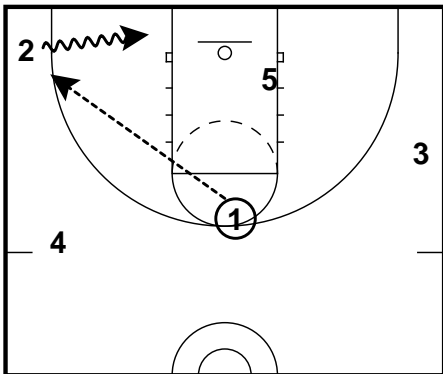
Drag



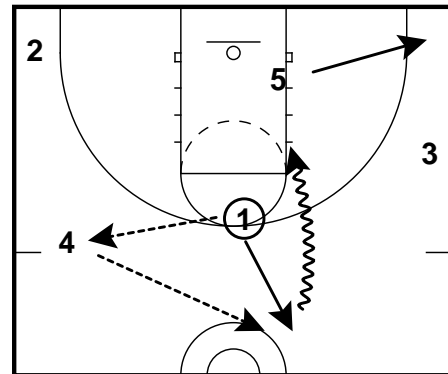
A drag screen is a ball screen in early offense. The trailer looks to screen the bottom half of the ball-handler's defender. Numerous options can evolve from a drag screen.



Player 1 could throw-back to the "lift" or "shake", which could create a long closeout or a post entry.



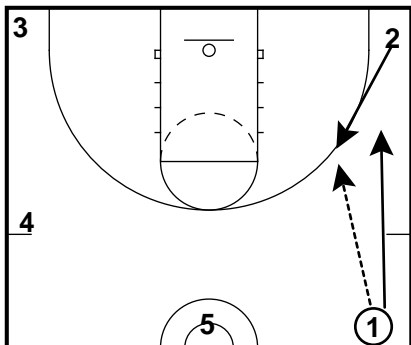
If the screener rolled and the help or "tag" came from the 2-side, Player 1 hits the corner and we attack a closeout.



On a switch, Player 1 could hit the next pass and then back-up to receive a boomerang pass and attack on a downhill run.

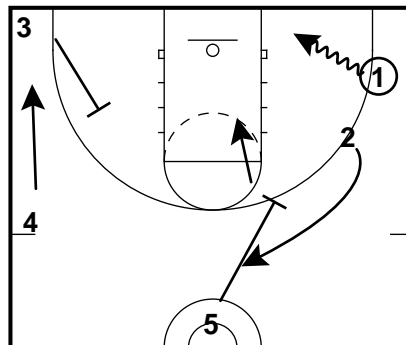
PMax Basketball Conceptual Offense Flow Actions

Snap

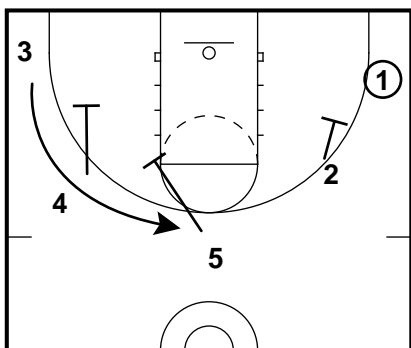


As the ball crosses half-court, the player in the corner (Player 2) sprints toward the wing and receives a pass.

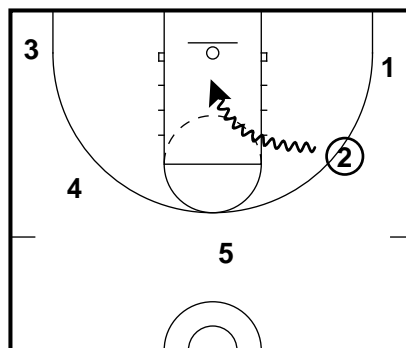
The passer (Player 1) passes on the run and looks for a pitch-back from Player 2 to turn the corner.



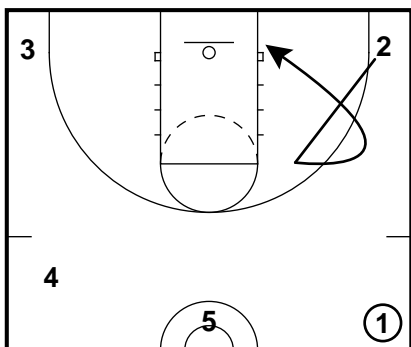
As Player 1 is turning the corner, the player at the top (Player 5) can flare Player 2 and then dive. Player 3 can look to set a "hammer screen" for Player 4 on the weakside.



If Player 1 is unable to turn the corner off the initial action, Player 2 can come back for a ball screen. On the weakside, players could hold space or set a stagger.



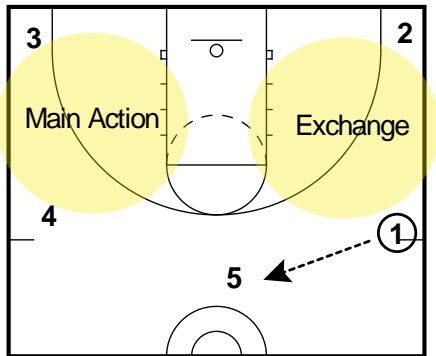
From the initial action, Player 2 could also fake the pitch back to Player 1 and turn the corner.



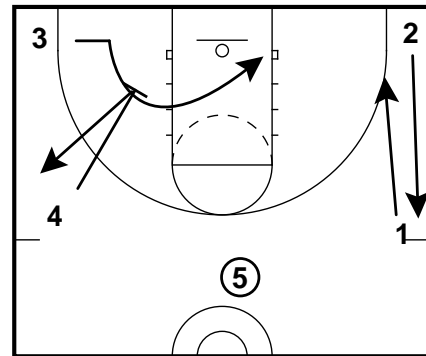
Another option that can be effective on an overplay is a reverse seal to the rim. If the immediate pass isn't there, Player 2 could pop back out to the corner or could look to post their defender.

PMax Basketball Conceptual Offense Flow Actions

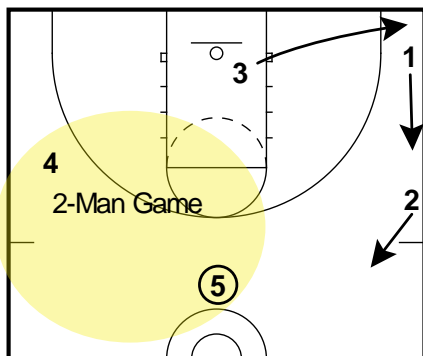
Center 2-Man Game



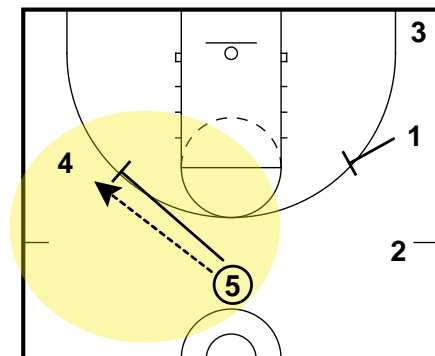
Ball is reversed to the trailer, triggering a screening action on one side. Generally we call "Weak" or "Strong" to help the trailer direct his focus to one side. This example is "Weak", the main action is occurring opposite of where the ball was entered from.



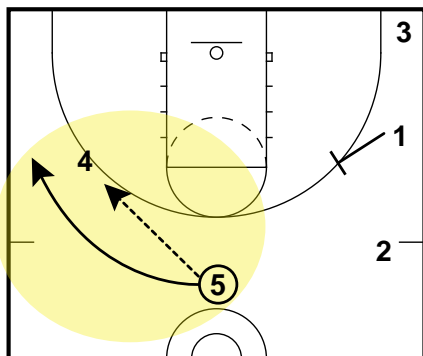
Example of a pin-down, curl to initiate the action.



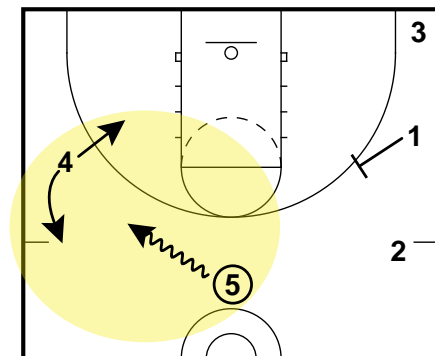
After Player 3 curls, Player 4 pops and we set up a side for a two-man game.



Pass & Follow Ball Screen 2-Man game.



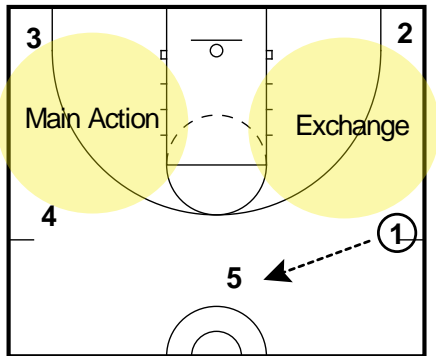
Snap Action 2-Man game.



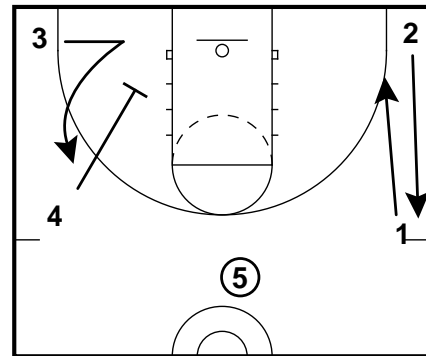
Dribble-At 2-Man game.

PMax Basketball Conceptual Offense Flow Actions

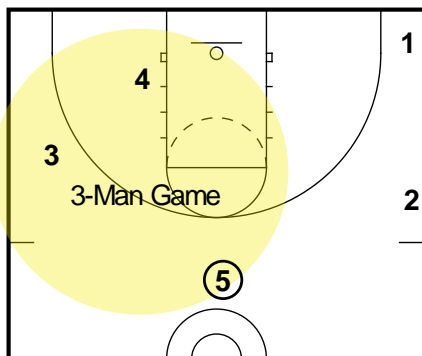
Center 3-Man Game



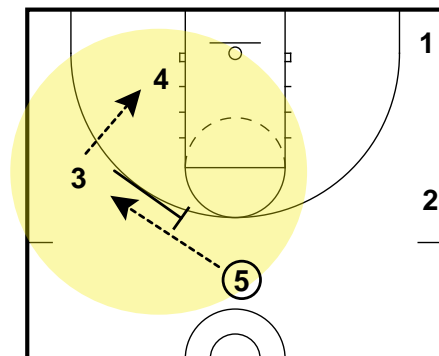
Ball is reversed to the trailer, triggering a screening action on one side. Generally we call "Weak" or "Strong" to help the trailer direct his focus to one side. This example is "Weak", the main action is occurring opposite of where the ball was entered from.



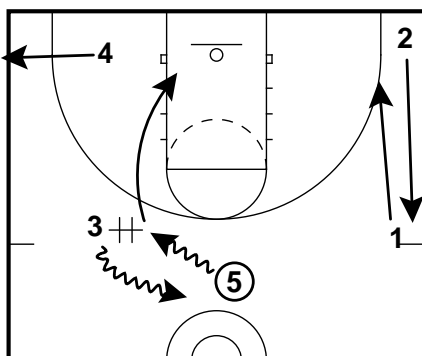
Example of a pin-down, pop to initiate the action.



Action flows into a 3-player game on a side.



Post Entry into a Post Split.



Handoff or Pitch into a roll to the rim (Spread Ball Screen look).