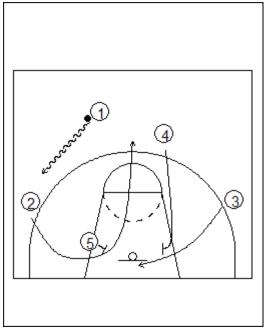
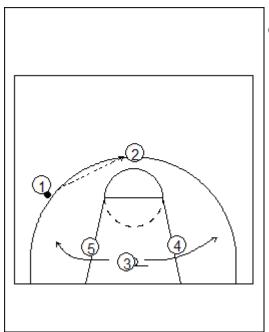
Mario DeSisti: entries



Shallow cut entry

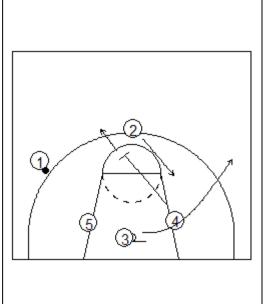
#1 dribbles to the wing. Keep your dribble alive. #2 uses the center 35 to circle to the top. #\$ goes down to pin in for #3 who cuts to the rim.



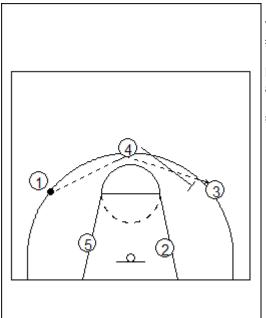
On the pass to #2, #3 has a choice.

1





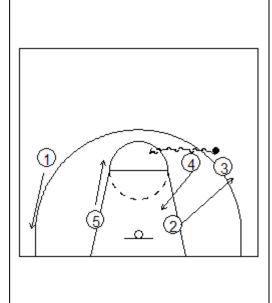
If #5 is a good post allow #1 and #5 to play a two player game. #3 cuts back to the wing and #4 sets the flare screen for #2.



The ball is reversed through #4 to #3.

Note: always look for the high low action between #4 and #5.

#4 follows the pass to set a pick.



#4 dives to the rim and #2 comes out behind the pick for a shot or a relay pass. #5 rises up to open up the basket. #1 dives to space in the corner.

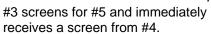
2 (3)

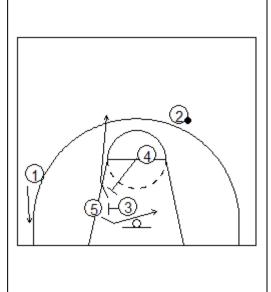
Dribble entry

#1 dribbles at the wing that runs a shallow cut. #4 screens down for #2. #3 starts to cut to the basket to set up the screen.

6





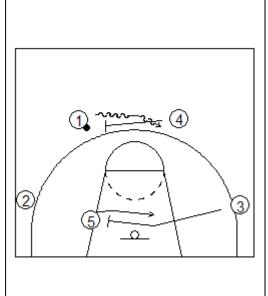


High pick screen the screener

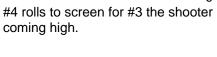
8

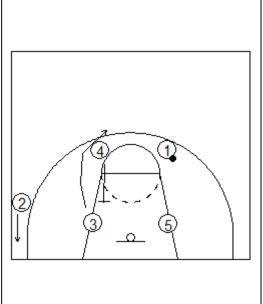
This is a called entry since the timing of the screens are important.

#3 starts to cut into the key at the same time #4 picks for #1.









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