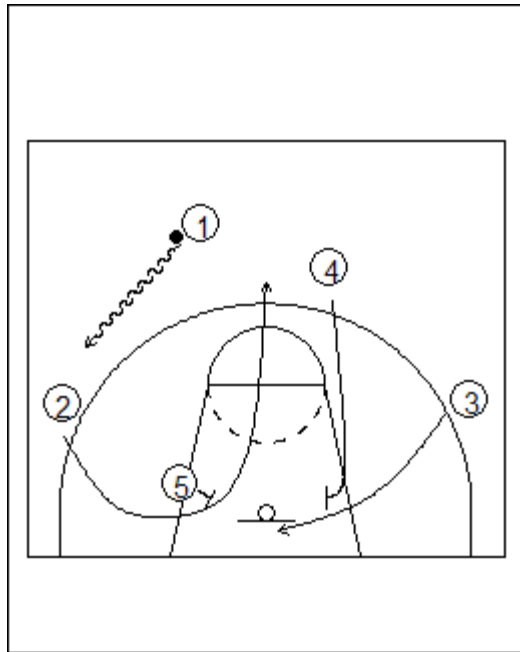


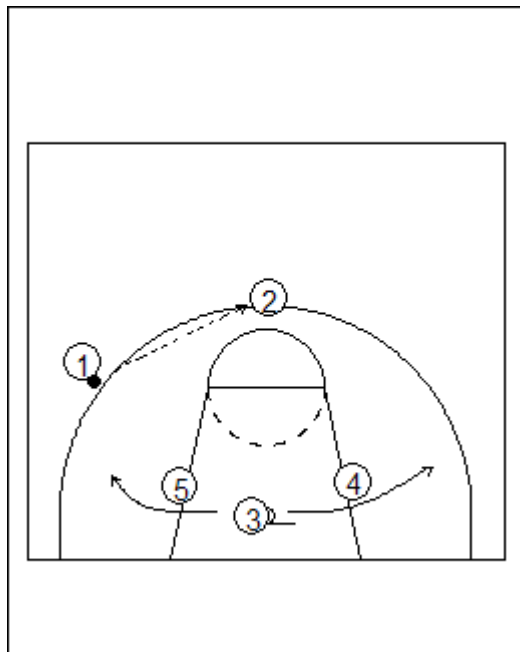
Mario DeSisti: entries



1

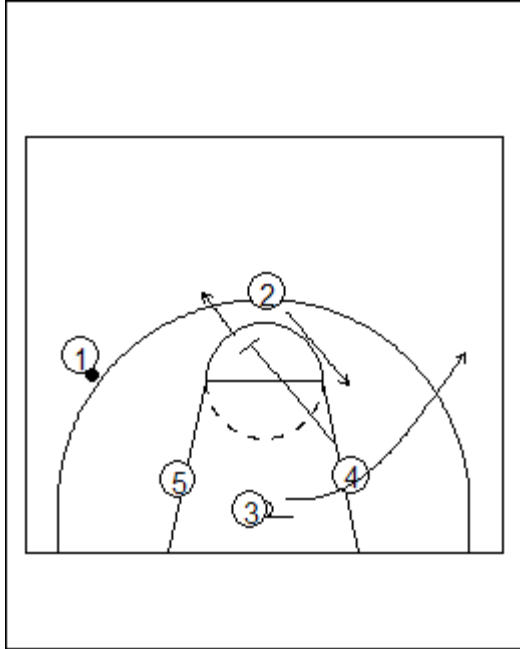
Shallow cut entry

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

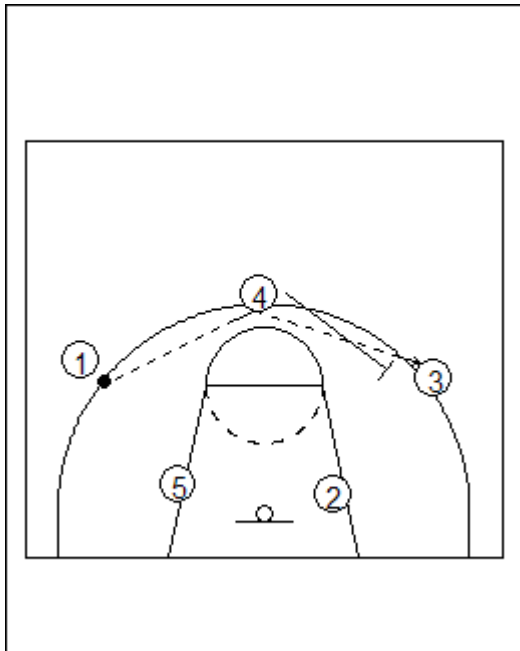


2

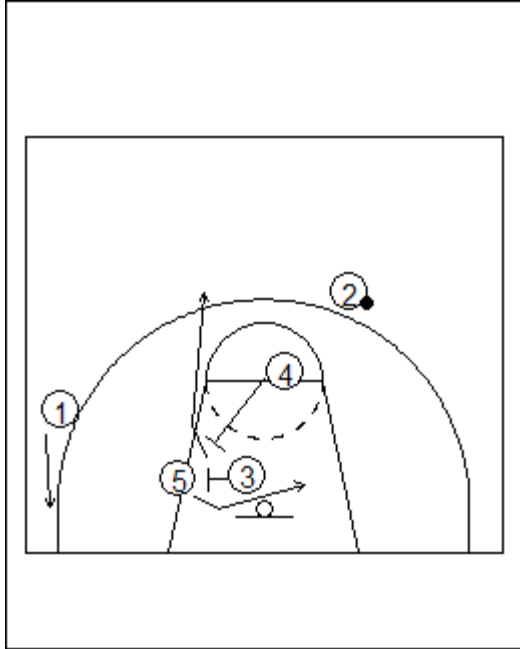
On the pass to #2, #3 has a choice.



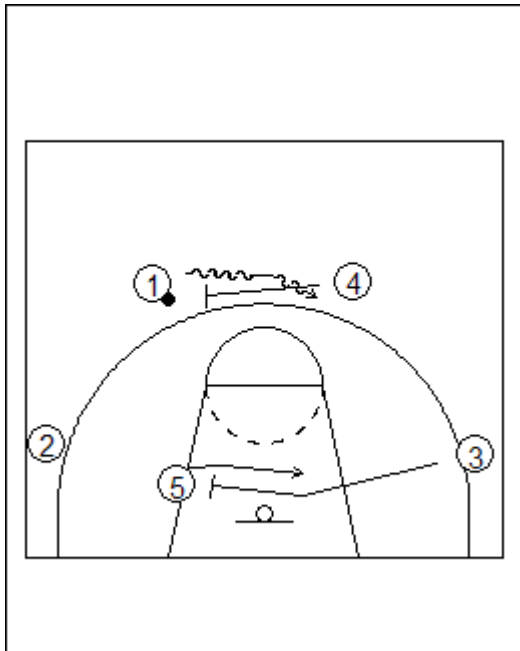
3
 If #5 is a good post allow #1 and #5 to play a two player game. #3 cuts back to the wing and #4 sets the flare screen for #2.



4
 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.



7
 #3 screens for #5 and immediately receives a screen from #4.



8
High pick screen the screener
 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.

#4 rolls to screen for #3 the shooter coming high.

